CDi

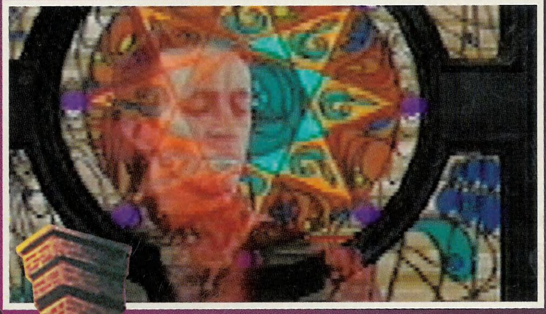
THE NEW INTERACTIVE ENTERTAINMENT SYSTEM

ISSUE 2

£1.95

WORLD EXCLUSIVE

DOMINIK DIAMOND ON VIRGIN'S NEW BLOCKBUSTER



the 7th Guest

SCOOP

SONY'S PORTABLE CDi

WIN A DIGITAL VIDEO CARTRIDGE

DIGITAL VIDEO IS HERE!

SEE THIS CDi FOR A FIRST GLIMPSE

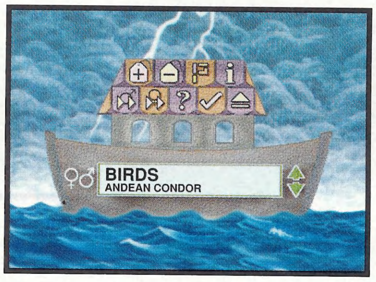
IF THERE IS NO DISC SEE YOUR NEWSAGENT

£10,000 TO BE WON IN THE ULTIMATE CD-i COMPETITION

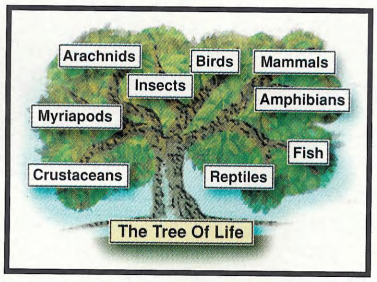
The ULTIMATE NOAH'S ARK

A TANTALISING COMPLEX NEW PUZZLE BASED ON THE BOOK BY MIKE WILKS, CREATOR OF THE ULTIMATE ALPHABET, THE LEGENDARY NO. 1 BESTSELLER THAT SOLD OVER A QUARTER OF A MILLION COPIES

The Ultimate Noah's Ark CD-i is a wickedly testing game based on Mike Wilks' latest intriguing puzzle book. The images on the disc, which together make up a remarkable painting,contain 707 creatures, of which 353 are painted twice, once for each sex, but a single creature is painted alone and without a mate. The deceptively simple mystery is to find the missing animal and identify its gender. Only by eliminating all the pairs one by one will the missing animal be found. While some pairs of animals are easy to spot, others have been concealed in all manner of guises. It's up to you to apply all your skills to seek out the missing animal - and claim your prize.


BIRDS
ANDEAN CONDOR

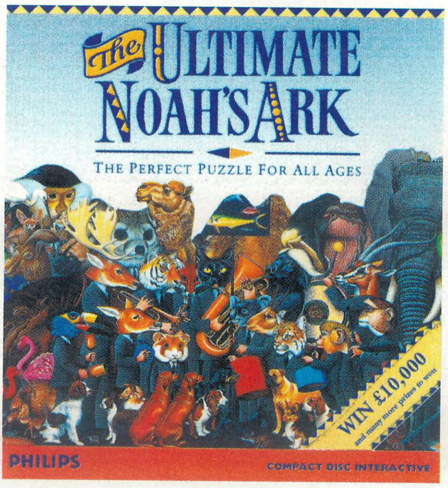
Menu screen


Arachnids
Birds
Mammals
Insects
Amphibians
Myriapods
Fish
Crustaceans
Reptiles
The Tree Of Life

Classification tree

Win £10,000 by pinpointing the missing animal

- Explore the painting in high-resolution detail – 256 screens in all, hours of entertainment and intrigue.
- Use a unique tagging system to track your progress as you pair off the animals.
- Solve the brain-twisting CD-i picture puzzles and win special CD-i prizes.
- See selected videos of the animals in their natural habitat.
- Discover the facts about our natural heritage – for each species you can find out: *Where it lives, its size compared to man, its place in the animal kingdom and the scale of the threat to its existence*
- Entry details in the disc.


The ULTIMATE NOAH'S ARK
THE PERFECT PUZZLE FOR ALL AGES
WIN £10,000
and many more prizes to win
PHILIPS
COMPACT DISC INTERACTIVE

PHILIPS

PENGUIN BOOKS

INSIDE

What's in this, the second issue of CDi?

This autumn is a critical time for CDi. All the important elements are now in place for CDi to make a breakthrough in the consumer market - the Digital Video cartridge, the new games controller, a great price for the 210 player and some terrific software.

New titles such as The 7th Guest, Voyeur and Microcosm are stunning. Words alone cannot describe the advances that have been made. At last the full potential of CDi is being realised. If you don't believe me, take the free disc on the cover of this issue to your nearest CDi dealer and see for yourself.

It has been a long, and at times frustrating, haul - particularly for people who bought CDi players in the early days. Their patience is about to be amply rewarded.

Of course, CDi does not exist in a vacuum. No-one can ignore the existence of 3DO, Amiga CD32 and the Sega Mega CD. But Philips has scored a major triumph - full motion video titles are here, now, and will transform the future of computer games.

These are exciting times for multimedia. But with the advent of Digital Video, there is a danger that beautiful graphics will become the be all and end all of CDi games' development. What really matters is how the games play. One or two forthcoming releases on CDi fall into the trap of looking great, but having rather dodgy gameplay. This is a mistake that must not be repeated.

That said, the advances in CDi software are enormous. Feature films such as Top Gun and The Hunt for Red October will look and sound great on CDi. Interactive music discs from the likes of Sting and INXS will bring Digital Video to your TV and CD sound to your hi-fi.

Philips has much to shout about. It needs to. With the likes of Sega and Nintendo spending millions of pounds on publicity and advertising, Philips needs to scream from the rooftops about its achievements. Come on folks, turn up the volume! CDi's time has arrived.

Andy Clough

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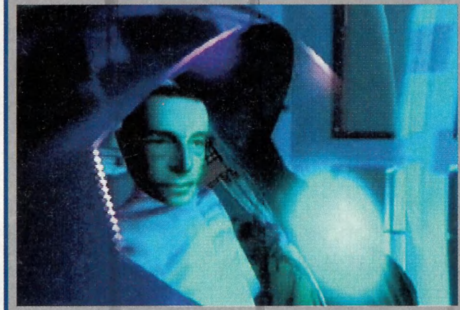

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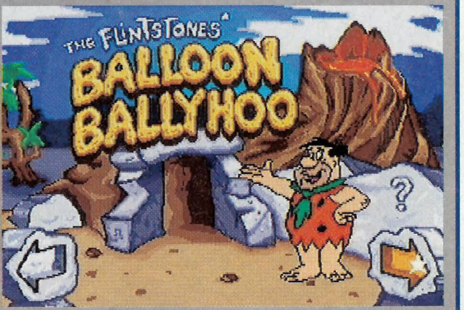

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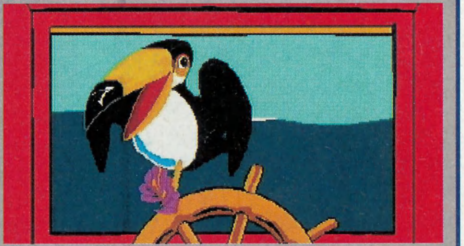


53 KARAOKE If you fancy yourself as a budding pop star, help is at hand - CDi karaoke. Andy Clough takes to the microphone

NEW CDi

210 LAUNCHED AT £399

CDi 210

Philips has made CDi more affordable by launching its latest CDi player, designated the 210, at a price of £399.99.

The 210 looks similar to the 220, although it has a slightly different CD drawer at the front, and there are no previous, play or next buttons. There is also no headphone socket, manual volume control and super video connection.

As on the 220, there is a socket at the front of the player to connect the games controller and a second socket at the rear for two-player games.

The 220 will continue to be sold alongside the 210 until supplies run out.

The price of the existing CDi 220 player has been cut to £449.99 and it will continue to be bundled with Compton's Encyclopedia - worth £200. Alternatively, new purchasers can opt for £135 worth of best-selling games when they purchase a 220 machine.

DIGITAL VIDEO

MAKES ITS UK DEBUT

Full motion video has arrived at last! But in a last minute change of policy, Philips has decided to rename it Digital Video. The Digital Video cartridge is now on sale in Europe and the US. It retails at £150 in the UK.

The 22ER9141 cartridge plugs into the back of all existing CDi players. It incorporates the MPEG 1 (Moving Pictures Experts Group) digital video standard, providing full-screen, 25 frames per second video with CD quality sound. It also has 1.5 MB of memory.

CD-i
Digital Video Cartridge
For Philips CD-I Players
PHILIPS

"Full motion digital video with digital audio provides a new level of realism on CDi that no other system can match," says John Hawkins, director and general manager, Philips Interactive Media Systems.

A single CDi disc can play 74 minutes of full screen video using the DV cartridge. But initial supplies of the DV cartridge are likely to be limited. So if you want one, you had better move fast.

State of the Art Control

Keen games players will be delighted to know that Philips has unveiled a fantastic new CDi controller, called the Touchpad, with a thumbpad and screw-in joystick. Readers of our first issue will remember that Dominik Diamond - and nearly everyone else for that matter - gave the standard remote control a real drubbing. It simply wasn't quick enough for fast action shoot 'em ups.

Now a solution is at hand. For just £24.99, you can buy the CDi Touchpad at your nearest stockist.

It wires directly into the front of existing players and the new 210 machine and features four action buttons on the right and an unscrewable joystick on the left. A speed button allows you to zap up the response time. The Touchpad can even be converted for use by left-handed players.

Our reviewers say it is a huge improvement. And the best news is that you can now play against your friends with the launch of two-player versions of games such as International Tennis Open. A second controller plugs into the back of the player.

PHILIPS PORTABLE DEBUTS IN THE UK

The Philips 350 portable CDi player, which is intended mainly for business and professional users, is now available in the UK for £1,500.

It has a 6 inch flip-up LCD screen and there is a docking station which attaches to the bottom of the player to take the Digital Video cartridge.

The unit measures 194 x 49 x 95mm and weighs 2lbs without the docking station attached.

A multi-directional button allows the cursor to be moved around the screen and action buttons 1 and 2 are incorporated on the lid.

The unit is powered by a rechargeable battery pack or from the mains.

PHILIPS
SPEED

CDi SWINGS TO THE MOTOWN BEAT

Some of Motown's biggest stars could eventually see their albums released on CDi following the acquisition of the famous US record label by PolyGram.

PolyGram is controlled by Philips, which has a 75 per cent stake in the company.

It is known that Philips is already picking back catalogue titles from the PolyGram label to produce on CDi. Big name stars on the Motown label include Diana Ross, Lionel Richie, Smokey Robinson and Stevie Wonder.

Philips has already signed Lionel Richie and several other major artists whose albums will soon be available on CDi.

The Motown deal, under which PolyGram paid £200m for the US record label, will significantly boost the number of music titles available to Philips. The advent of Digital Video should result in the release of albums which include video footage and interviews with the stars.

Epic Interactive Media of Brighton is already working on a Motown music game CDi title, which is due out next year.

Sandy Mackenzie of Philips Interactive Media says: "This deal will put more impetus behind Epic's Motown work."

TODD RUNDGREN *goes interactive*

Rhino Records' new music label Forward has teamed up with Philips Interactive Media of America (PIMA) to release interactive and non-interactive versions of Todd Rundgren's album No World Order.

Rundgren claims to have created the world's first completely interactive music-only CDi. He has written and produced a vast musical database that allows the CDi user to manipulate thousands of modules of music to create an infinite number of versions of each song.

The interactive album features ten new tracks. When played through a CDi machine, the user can alter the mood, tempo and mix of the music or even cut out the lyrics to hear the music better, or vice versa.

Rundgren says he is not in the least worried that the interactive version will allow his musical creativity to be tampered with.

"The listener is no longer a passenger on a train stuck on a track that can only go in one direction," he says. "Instead, he or she is more like a fish in an aquarium with the ability to move in any direction."

The album is due for release in Europe in 1994.

TOP ARTISTS TUNE IN TO CDi

Some of the world's top recording artists are to release their albums on CDi now that Philips has unveiled its Digital Video cartridge.

So far Philips Interactive Media of America has signed up 13 artists to produce full screen, full motion video music titles.

They include a wide variety of music genres, from rock to classical, country music to kids' titles.

The initial titles will include Sting's Ten Summoner's Tales, Billy Ray Cyrus's Live on Tour (right), Tina Turner's Live in Rio, Bryan Adams's Waking up the Neighbours, Eric Clapton's The Cream of Clapton, U2's Achtung Baby, Bon Jovi's Keep the Faith: An Evening with Bon Jovi, Diana Ross's Lady Sings Jazz, Blues and Paul McCartney's Put it There.

The first titles will be available in the UK and US this autumn with a full European launch scheduled for 1994.

PARAMOUNT

PHILIPS SIGNS MOVIE DEAL WITH PARAMOUNT

A groundbreaking deal has been signed between Paramount Pictures and Philips Interactive Media in the US and Europe to release 50 films, including existing and new titles, on CDi.

Top Gun, The Hunt for Red October, Naked Gun 2 1/2 and Patriot Games will be among the first CDi films available in the UK this autumn. They will retail at £15.99.

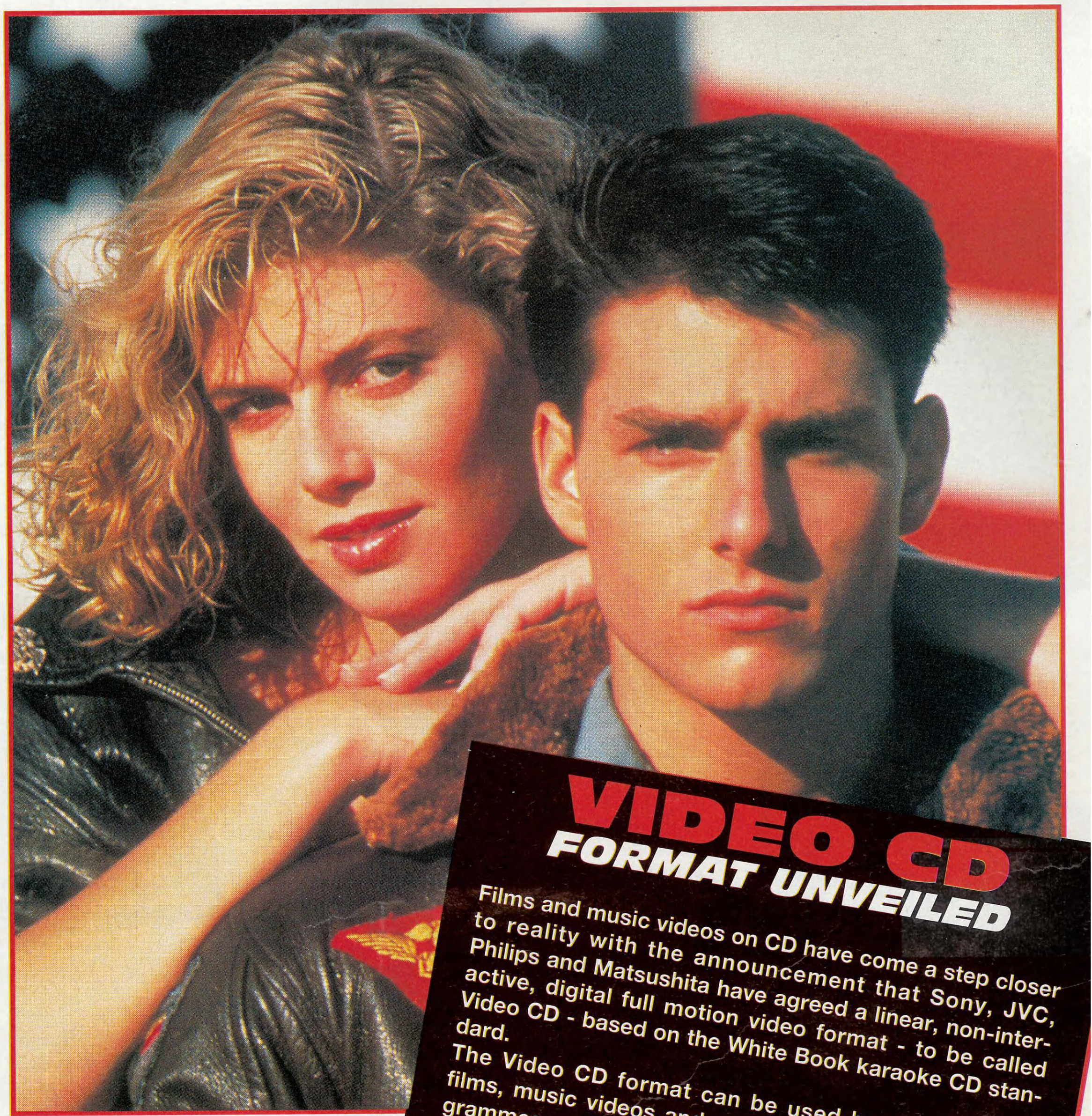
Dr Jean-Pierre Isbouts, managing director of Philips Interactive Media Europe (PIME), says: "We are also in discussion with a number of other studios."

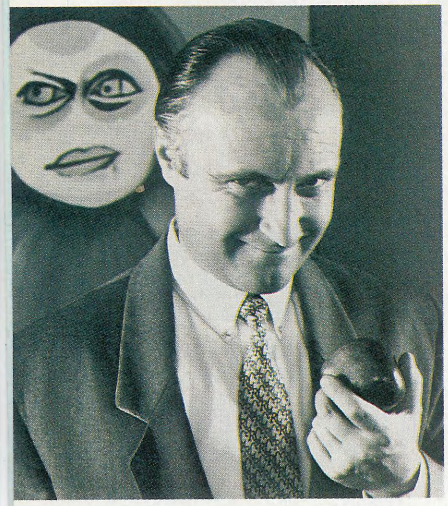
Paramount and Philips are also discussing the possibility of developing interactive CDi titles. One of these could be based on the popular Star Trek series.

"We are delighted to be the first major studio to be introducing our feature films on the CDi format," says Eric Doctorow, executive vice president, Paramount Home Video.

PIMA president Bernie Luskin adds: "Putting movies on disc in the CDi format is a quantum leap in electronic publishing, and we are pleased to be the first to introduce it to the world."

CDi films will play on any CDi machine which has the new Digital Video cartridge fitted. But one disc can still only carry 74 minutes of video, so most films will have to be played on two discs. Philips is hoping to bring a CDi disc changer to market next year so discs can be played seamlessly.





PHIL COLLINS

Stars in first CDi film

Phil Collins will make his CDi debut this autumn when his film Frauds is released simultaneously on video and CDi in certain parts of Europe. This follows a deal between Philips Interactive Media Europe and J&M Entertainment.

The CDi version is likely to be launched first in Germany and then certain other European countries. But the CDi distribution agreement does not yet cover the UK and US.

First Independent Films which has the UK video distribution rights for Frauds, says it has no plans as yet to release the film on CDi, "but it may come out in the future", says a spokeswoman. "A deal hasn't yet been negotiated with Philips."

Frauds is a surreal black comedy which tells the story of an insurance investigation that spins out of control.

VIDEO CD

FORMAT UNVEILED

Films and music videos on CD have come a step closer to reality with the announcement that Sony, JVC, Philips and Matsushita have agreed a linear, non-interactive, digital full motion video format - to be called Video CD - based on the White Book karaoke CD standard.

The Video CD format can be used by publishers of films, music videos and educational and training programmes.

Video CDs can be played back on a variety of platforms: CDi players with a Digital Video cartridge; computers with CD-ROM drives and MPEG decoders; Video CD players.

The agreement of a Video CD standard should broaden the market for linear films and videos on CD, according to John Hawkins, director and general manager of Philips Interactive Media Systems.

"Philips expects that the Video CD format will have the same impact on the video industry as the compact disc had on the music industry ten years ago."

The White Book standard was first published by JVC and Philips in March 1993 and is based on MPEG 1 digital full motion video. It is already successfully established in the professional karaoke market.

The announcement of the Video CD standard is likely to lead to the development of dedicated Video CD players. These will be able to play back linear, non-interactive films or videos on CD through a TV screen.

INCA

COKTEL VISION PREPARES INCA 2

Coktel Vision is developing a full motion video version of its Inca game which will be released in France in March 1994. A UK launch is likely to follow.

The French software house has also created a CD-ROM version of Lost In Time, an interactive adventure story starring the heroine Dora, which it may develop on CDi. A large part of the game is in full motion video to make it more life-like.

Lost In Time is a mystery game. Dora wakes up after being unconscious and finds herself in a strange boat. She doesn't know what has happened to her or where she is. A poster on the wall is dated 1840. Her life is soon put in danger by an evil crook travelling through different time periods, but she doesn't know why he wants to kill her.

The player's task is to discover the true story behind this sinister mystery.

EPIC

Launches CDi Division

Epic Interactive Media has set up a new subsidiary, Spice Multimedia, to publish its own consumer and professional CDi titles.

The division will be headed by Clive Shepherd, previously technical director of Epic.

Epic's first consumer title, published in conjunction with Philips, will be The Joy of Sex on CDi, due for launch this autumn. It will feature 30 minutes of tasteful but explicit full motion video.

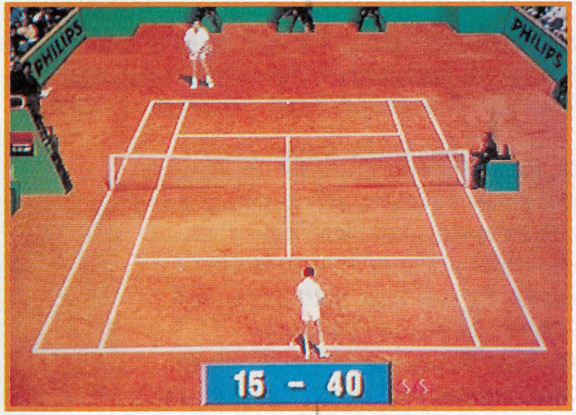
Epic has also produced two educational games based on the Two-Can Make It Work series of books - Shipwreck and Sound Trap.

Shipwreck is an interactive guide to electricity and magnetism.

Sound Trap explores a range of objects such as the ear, telephone, microphone, loudspeaker and various musical instruments. The disc is based on an adventure which tests people's knowledge of sound waves and the objects and instruments which produce them. It will be launched in December. *See reviews on pages 48/49*

TWO-PLAYER TENNIS

on court this autumn



French software house Infogrames is to launch a two-player version of its successful International Tennis Open this autumn.

A working prototype of the disc was demonstrated at the CDi Exhibition and Conference in London held in June.

The new Touchpad games controller can be connected to the standard socket at the front of the CDi 210 or 220, and a second controller connected to the rear of the machine, to enable two players to take part. The two-player version will be available in the UK in 1994.

Other CDi titles being developed by Infogrames include Asterix, Le Defi de Cesar, an animated journey game in the popular world of the famous cartoon character; Big Bang Show, an arcade action game featuring Albertus the mad scientist and his latest discovery, Sparkie, a bouncing ball of energy; Marco Polo, in which the player travels in time and space following the tracks of Marco Polo; and Shaolin's Road, a quest for wisdom exploring the martial arts of the 13th century in China.

JURASSIC PARK

On CDI?

Our spies tell us that Philips is in talks with Manchester software house Ocean about the possibility of producing a CDi game of Steven Spielberg's blockbuster film Jurassic Park.

"Our technical people have had discussions with Philips, and we are thinking about it," says an Ocean spokesman. "But we are not committing ourselves yet."

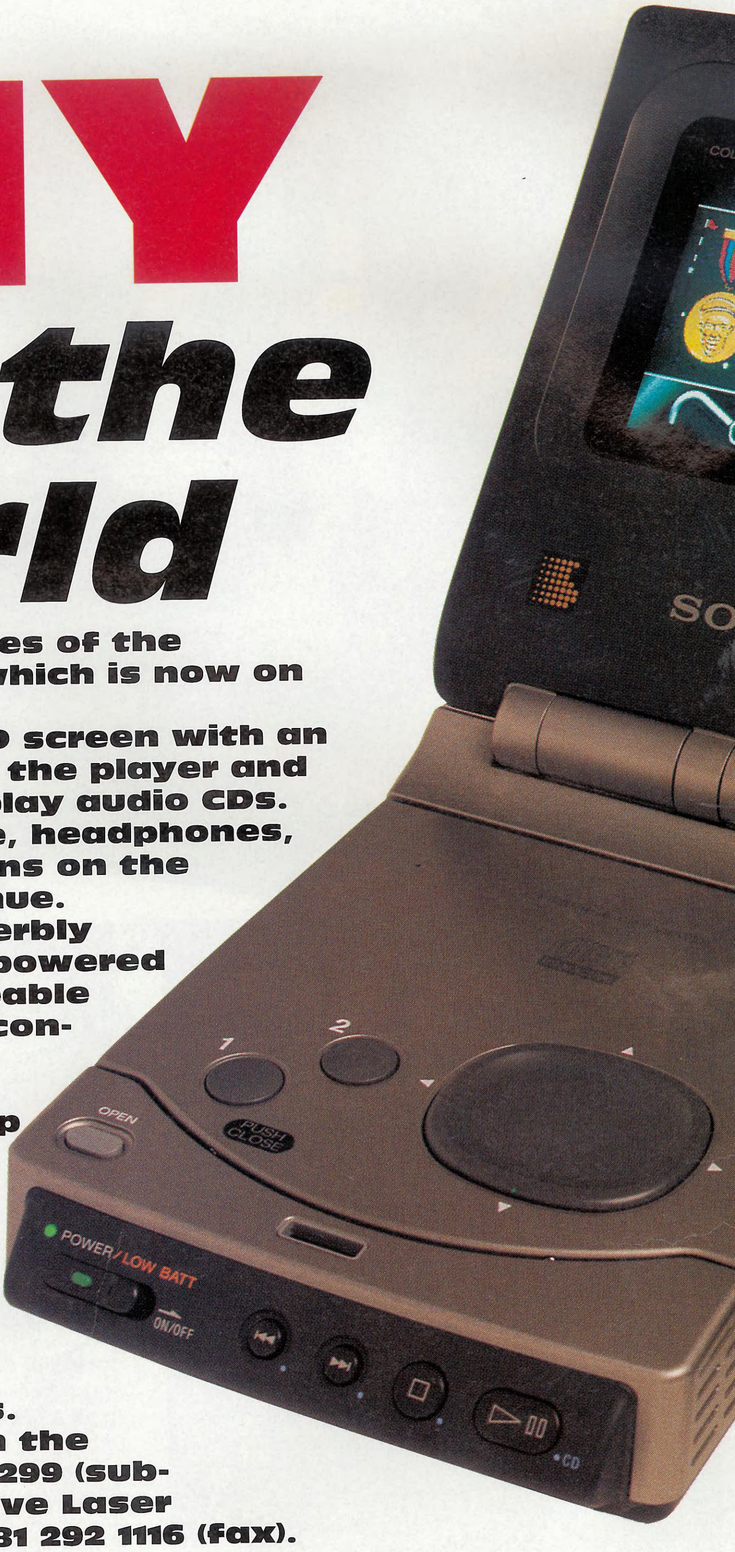
SONY enters the CDi world

CDi Magazine brings you the first pictures of the portable Sony CDi Intelligent Discman which is now on sale in Japan and the US.

The CDi Discman has a flip-up colour LCD screen with an on/off switch, CDi controls on the lid of the player and smaller controls on the front panel to play audio CDs. There are sockets for a separate mouse, headphones, video and audio output and large buttons on the side for screen colour, brightness and hue. Finished in silver, the whole unit is superbly styled in true Sony tradition. It can be powered from the mains or by a clip-on rechargeable battery pack. There is no Digital Video connector.

A quick test in the CDI Magazine office proved that the unit is ideal for desktop use. Although the screen is quite small, the colour resolution is great and the graphics are just as sharp as on a standard CDi 210. The mouse makes moving the cursor around the screen a doddle, and there are action buttons 1 and 2 at your fingertips.

This has to be the ultimate executive toy and ideal for tedious train journeys. Although the unit is not sold by Sony in the UK, it is available for approximately £1,299 (subject to currency fluctuations) from Active Laser Distribution on 081 292 1136 (phone) or 081 292 1116 (fax).



GAMESMASTER Live at FES!

Channel 4's cult show, GamesMaster, will broadcast live from the Future Entertainment Show in London on Thursday, 11 November.

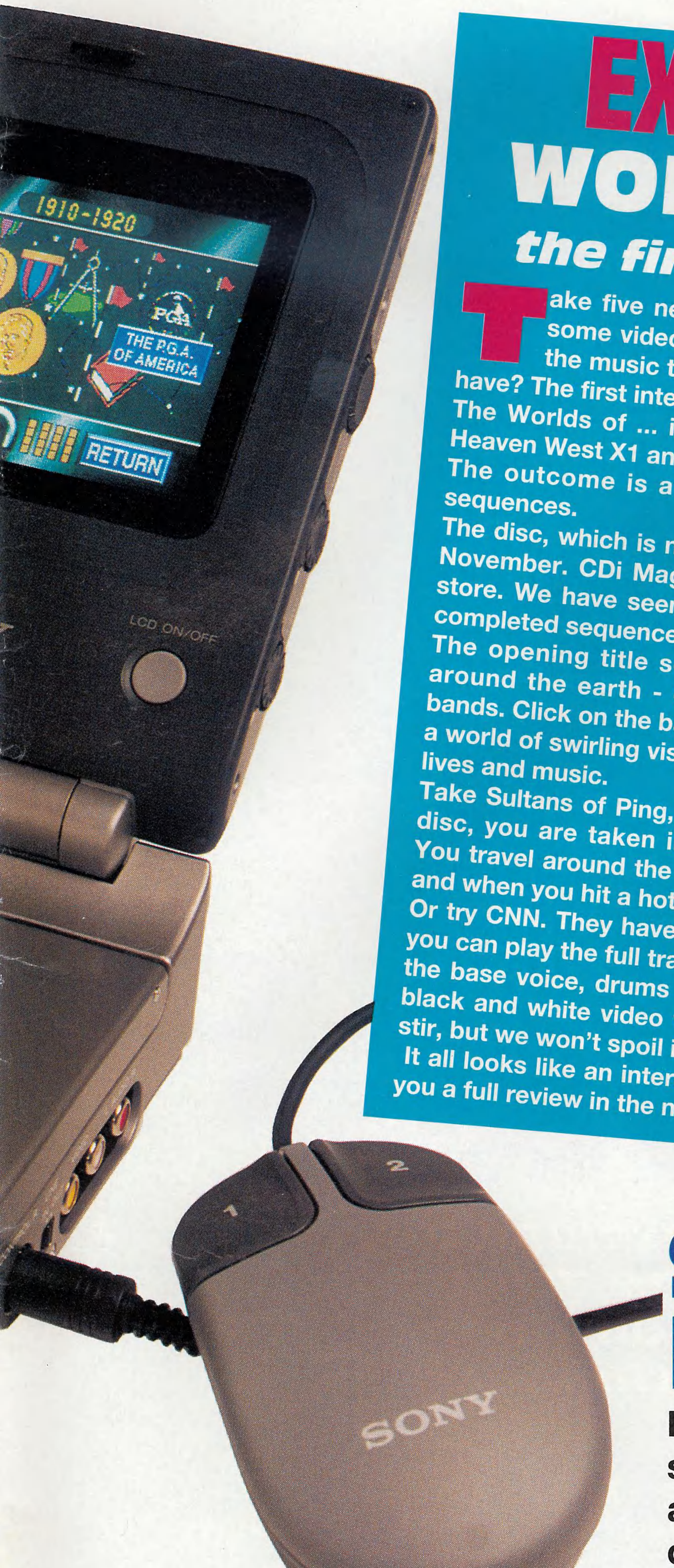
This year, for the first time, the show will be an all ticket event. To attract more visitors on the two weekdays, organiser Future Events is dubbing Thursday GamesMaster Day and Friday Disney Day. Anyone who books for Friday, 12 November will receive a special world preview ticket for the Disney film spectacular Aladdin. There are 20,000 Aladdin tickets available.

Of course, Philips will be there in force to demonstrate all the wonderful new Digital Video titles and much else besides. Watch clips from The 7th Guest, Voyeur and Microcosm, as previewed in this issue.

So pop along to the Philips stand and see it for yourself.

Tickets for FES cost £6.95 or £24.95 for a group of four. Phone the hotline on 051 356 5085 for more details.

The second Future Entertainment Show
GRAND HALL OLYMPIA
11 - 14 NOVEMBER 1993



EXCLUSIVE: WORLDS OF...

the first DV music title

Take five new bands on the Rhythm King label, add some video clips and interview sequences, throw in the music tracks for good measure and what do you have? The first interactive, DIgital Video music disc.

The Worlds of ... incorporates music from Ugly, CNN, C, Heaven West X1 and Sultans of Ping.

The outcome is a mix of music videos and interactive sequences.

The disc, which is nearing completion, is due for release in November. CDi Magazine can exclusively reveal what's in store. We have seen an early demo disc with some of the completed sequences.

The opening title sequence shows five planets circling around the earth - each planet representing one of the bands. Click on the band you want to see, and you will enter a world of swirling visuals and meaningful insights into their lives and music.

Take Sultans of Ping, for example. On their element of the disc, you are taken into the Tokyo underground system. You travel around the different stations to find the Sultans, and when you hit a hot spot, all will be revealed.

Or try CNN. They have put together a basic audio mixer so you can play the full track or just one element of it - such as the base voice, drums or guitar. There is also an excellent black and white video which has already caused a bit of a stir, but we won't spoil it for you! See it for yourself.

It all looks like an interactive version of MTV. We will bring you a full review in the next issue of CDi Magazine.

STOP PRESS!

Philips has just announced provisional release dates for its autumn Digital Video titles. All dates and prices subject to change.

OCTOBER	PRICE	NOVEMBER	PRICE
Top Gun	£15.99	Patriot Games	£15.99
Naked Gun 2 1/2	£15.99	The Seventh Guest	£49.99
The Hunt for Red October	£15.99	The Worlds of...	£14.99
Andrew Lloyd Webber - Premier Collection	£14.99	Lionel Richie- Back to Front	£14.99
Sting - Ten Summoner's Tales	£14.99	Bon Jovi - Keep the Faith	£14.99
Bryan Adams - Waking up the Neighbours	£14.99	Wayne's World	£15.99
Cartoon Carnival	£19.99	**DECEMBER**	
Joy of Sex (with book)	£29.99	Pavarotti - The Essential	£14.99
		INXS - Live Baby Live	£14.99
		Caesar's World of Boxing	TBA

Striker

Football fanatics will be deligh
to know that Striker, from Ra
Software, will make its CDi de
next month. This will be the fi
game from Rage to be releas
on any CD format.
The CDi version will include n
partial screen DV sequences
will also allow the use to cho
solo or two player matches.

THE LEMMINGS ARE COMIN

When will Lemmings be releas
on CDi? is the plaintive cry fr
many of our readers. We c
exclusively reveal in CDi Magaz
that the title will be in the sh
early in 1994.
Produced by Philips in conju
tion with Psygnosis, Lemmings
CDi will blow the socks of ot
versions.

ABC

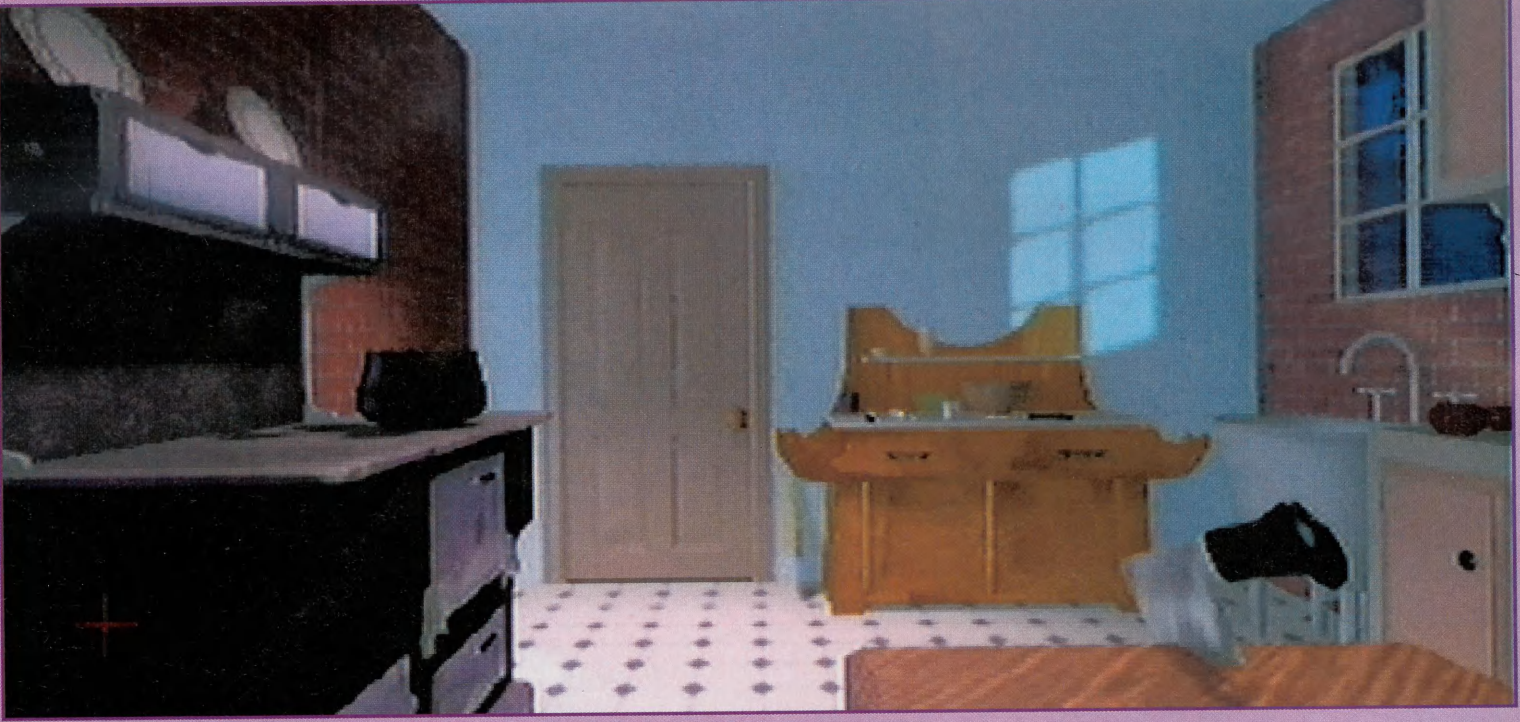
Capital Cities/ABC Video Pr
uctions, which produces p
grammes for the US and inter
tional television markets, is
produce a number of CDi titles
conjunction with Phili
Interactive Media of America.
The two will evaluate the ent
tainment conglomerate's library
theatrical films, movies of
week, mini-series, documentar
and other ABC programmes w
a view to producing interact
CDi titles.

Goldstar

Goldstar, which launched its ow
CDi player in Korea in April 199
has set up a new division - L G
Media - to market CDi discs
imported from Philips Interactiv
Media of America and to produ
its own education and karaoke
discs. The company expects 20
CDi titles to be developed locall
in Korea by the end of 1993.

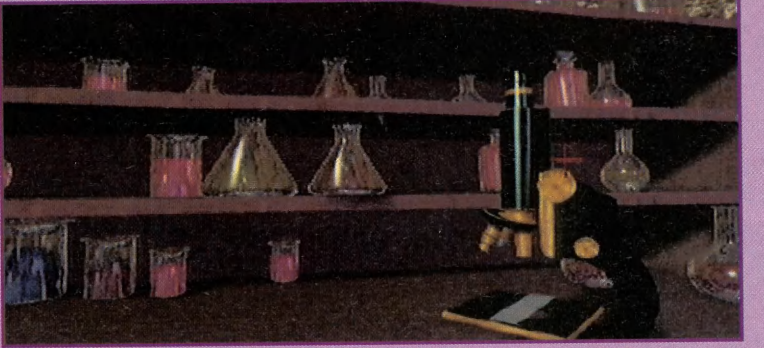
HEINEMANN

Educational publisher Heinema
is developing its first two CDi
discs in consultation with prima
school teachers. The two discs,
due for release later this year, w
cover aspects of mathematics a
geography for key stage 2 of th
National Curriculum.
HarperCollins will release its fir
National Curriculum CDi discs
covering science for key stage
and reading for key stage 1 at t
end of this year.



THE DIAMOND REPORT

Dominik Diamond brings you an exclusive preview of Virgin Games' blockbuster title The 7th Guest on CDi. If you thought the CD-ROM version was out of this world, you ain't seen nothing yet...



I first heard of this game about a year and a half ago. There was an article about it in this American magazine Computer Game Review and CD-ROM Entertainment, which as well as having the longest & dullest magazine title ever, claimed this game could revolutionise CD software. I scoffed. As soon as I read the words 'real actors', I thought, "here we go, nice pretty pictures with no added gameplay". When it finally arrived on these shores in May of this year on PC CD-ROM I was stunned. I believed it was the most important game since Space Invaders. The big question is, is it as good on CDi?

BACKGROUND

How do you go about creating something like this? Well, generally, all the best things come from Scotland: from tarmac to Dalglish, we have given the world the indispensable. It will come as no surprise to readers that The 7th guest was thought up by two Scottish blokes: Graeme Devine & Rob Landeros. It began life as a specially commissioned novella by horror novelist Matthew Costella (no, I've never heard of him either) and then everybody started going overboard. Actors were filmed against blue backgrounds so they could be transposed onto the game's background. Swanky graphics techniques like morphing, rendering and lots of other technical words ending in '-ing' were used. Music was added by legendary composer The Fat Man and two years and millions of bucks later .... er .... it was finished. Hurrah!

THE PLOT

This game immediately draws you in with the intro story. The word 'scary' will crop up often in this review for a good reason. I played this game in my flat, on my own, at midnight and it is a real case of "check under the bed just in case". From the film "Don't Look Now" to that classic Dr Who story "The Talons of Weng Chiang", if you have creepy old men, young kids and sinister toys - you have a classic horror story. The 7th Guest throws in a haunted house as well, just for good measure.

The story goes that once upon a time, a toymaker called Henry Stauf came to the small town of Harley and mesmerised everybody with his lifelike dolls, which were a big hit with the local children (this was in the days before Gameboys and petty vandalism became more popular pastimes). Everybody was intrigued by this mysterious stranger who lived in the spooky old mansion, but the intrigue turned to suspicion when the children in the town started to suffer agonising deaths from a mystery virus. Stauf the toymaker suddenly disappeared. Two months later, six people received strange invitations to come to the Stauf Mansion .... they too disappeared. It is up to you to go to the mansion as the seventh guest that night, and unlock the mystery behind the disappearance of the children and guests, and uncover the horrific secret of Henry Stauf.

All of this is displayed in gobsmacking Digital Video and I'd hope you would not think me too much of a girl's blouse if I admit that I was kakking myself before I had even started to play. But, just as the teenager in a horror film carries on down the dark tunnel, even though everybody knows the chainsaw-wielding demon is down there, so I carried on regardless....

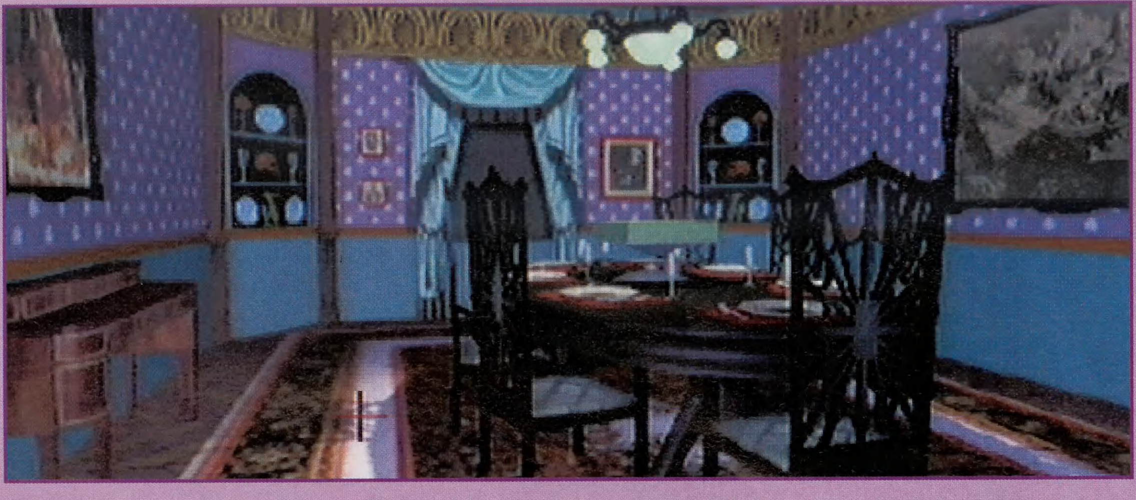
That's all fine and dandy, but what about the game?

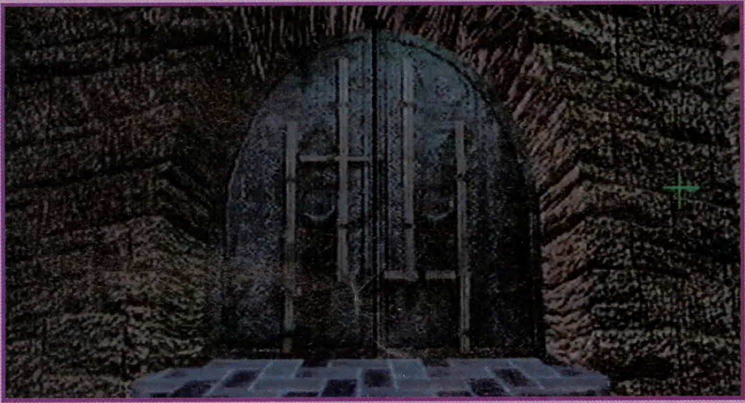
The idea is simple: wander through the house, enter the different rooms, watch the ghostly scenes which evolve and then solve a crystal maze-type puzzle. For example, in the kitchen you rearrange the letters on a load of cans to form a sentence. If you solve this correctly, you see a new scene, and now you can get into two other rooms - the basement and the games room. In the dining room you have to cut the cake into six equal pieces so that each serving includes the same number of decorations on it. You know the kind of thing. As well as giving you access to different rooms, the solving of each puzzle gives you clues as well.

Sounds easy? Indeed, some of them are - once you know what you have to do. However, when you enter the room, you are not told how to play the puzzle - you have to work it out for yourself. I liked this, because it makes it like The Crystal Maze without the embarrassment of getting locked in a room in front of three million TV viewers. If you are stumped, you can go to the library where there is a handy Book of Clues. Click on it, and you will get a clue. If you're still stuck after that, you can return again and get another clue. If you're completely bamboozled and your hair is lying in torn-out strands around your CDi machine, then visiting the book for the third time on any one puzzle will automatically solve it for you. But there is a price to pay for this.....

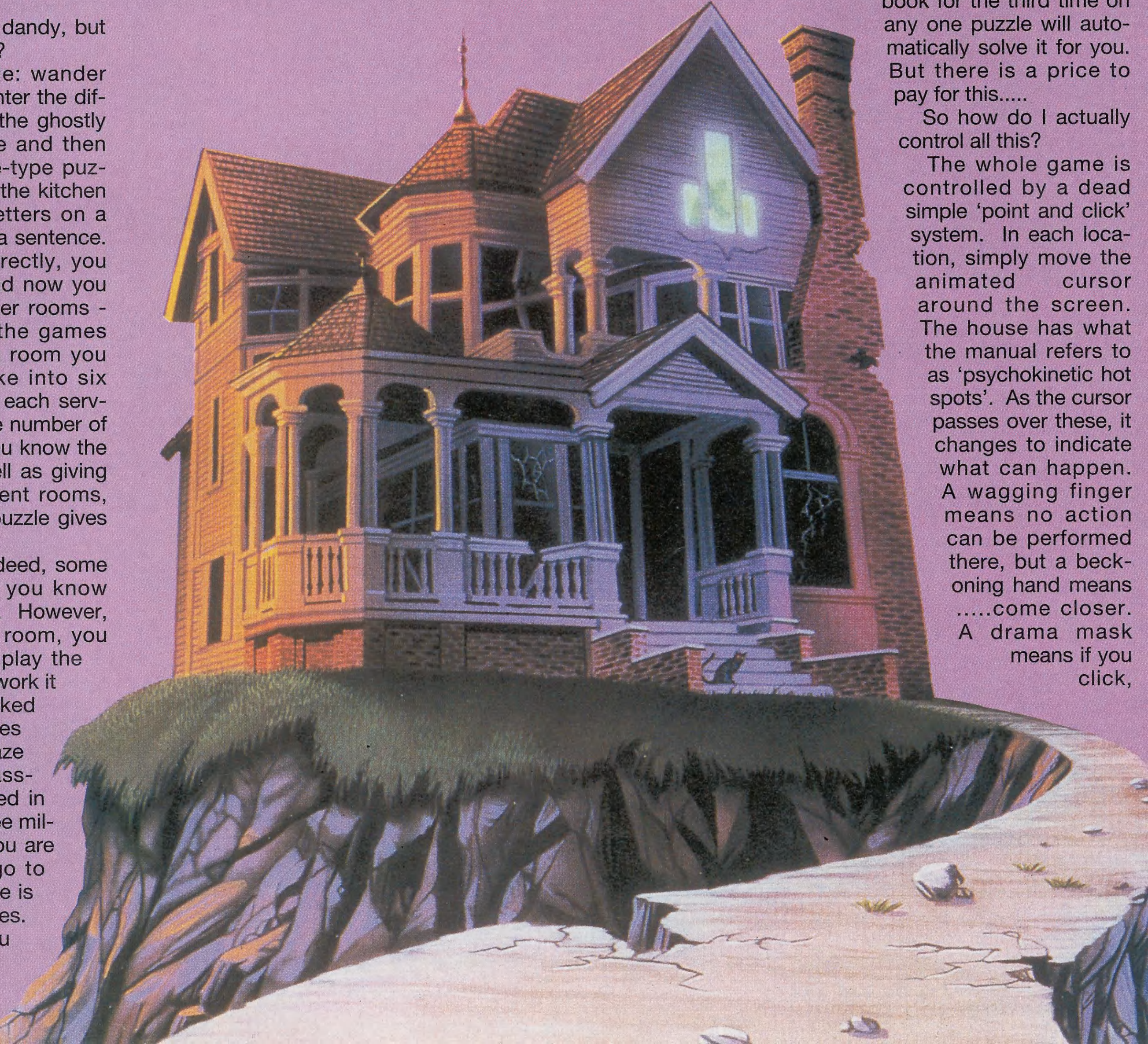
So how do I actually control all this?

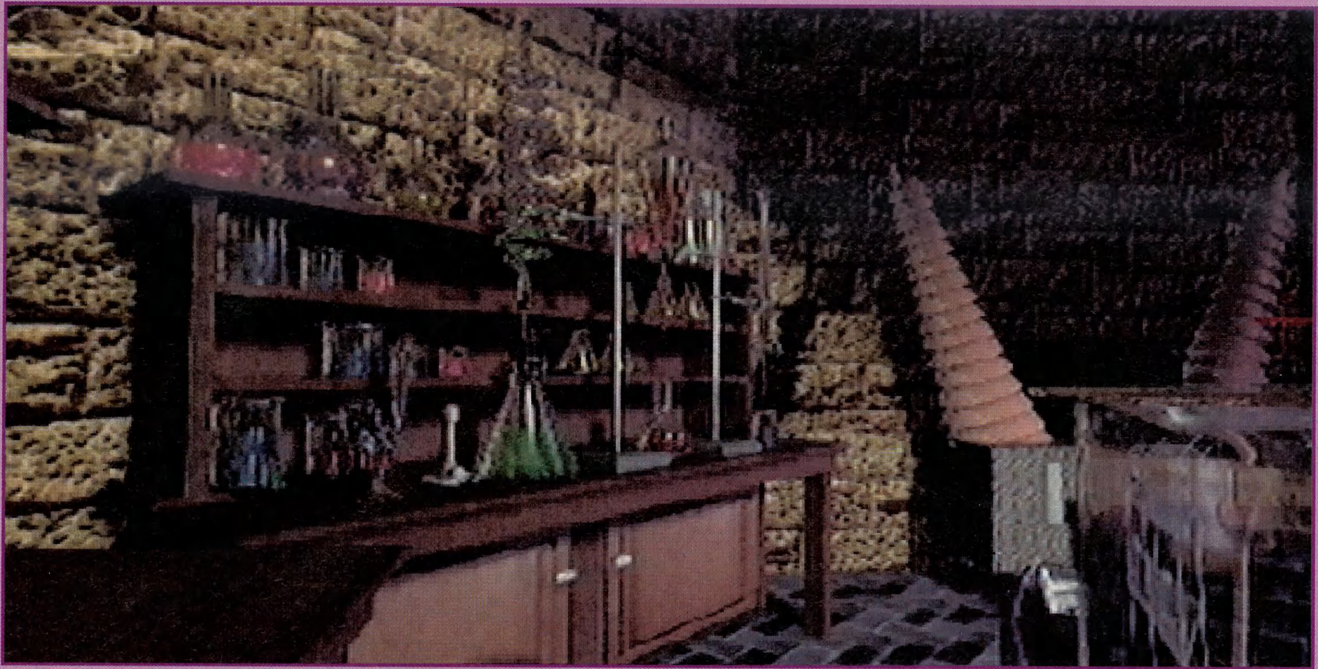
The whole game is controlled by a dead simple 'point and click' system. In each location, simply move the animated cursor around the screen. The house has what the manual refers to as 'psychokinetic hot spots'. As the cursor passes over these, it changes to indicate what can happen. A wagging finger means no action can be performed there, but a beckoning hand means .....come closer. A drama mask means if you click,



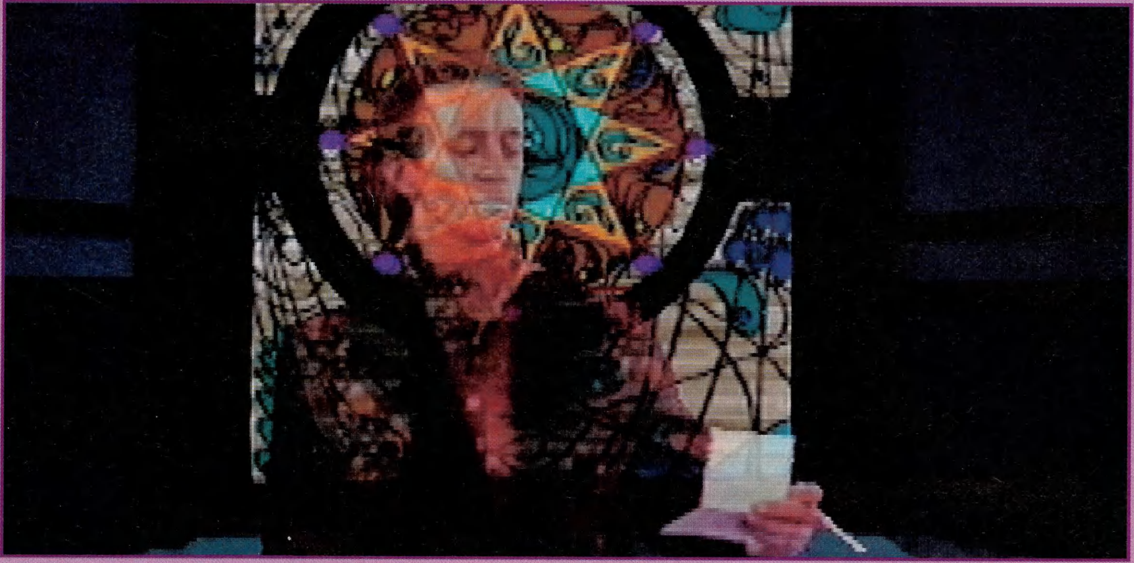


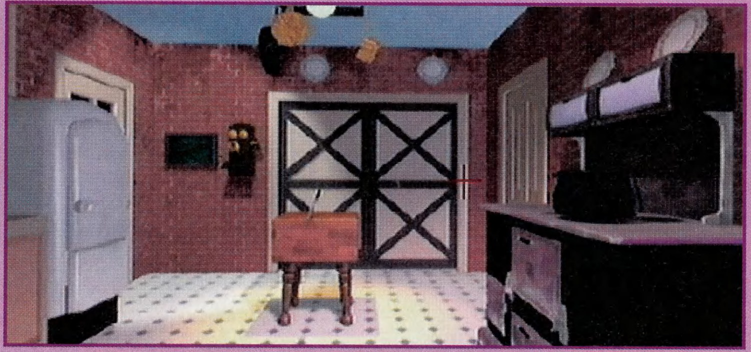
Top: the cake puzzle in the dining room will take some solving, but persevere.
Left: be prepared for what lies behind this door.
Below: the haunted Stauf mansion where people keep disappearing



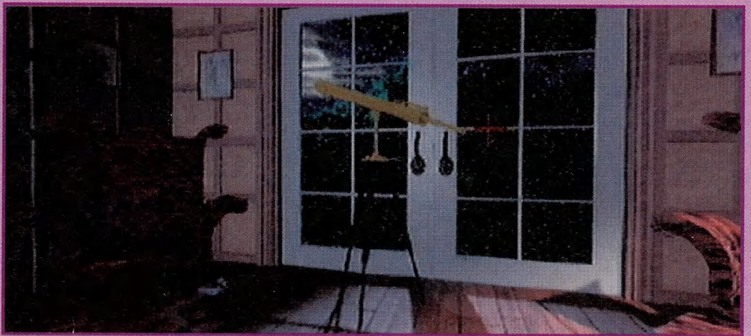


Left, top: explore the laboratory to see what you can find. There may be something under the microscope.
Middle: if you see a ghostly apparition, listen carefully to what they say. There might be a vital clue





Above: keep a careful eye on the pot on the stove - you could be in for a nasty surprise! Below: take a peep through the telescope in the library



you'll see a ghostly scene being played, a throbbing brain means there's a puzzle to solve, chattering teeth mean a supernatural event can be witnessed and so on. When these hot spots occur, simply press the fire button to interact with them. Even after you've solved the puzzle in a room, it's worth returning to it periodically, as other hot spots may have appeared because you've solved a puzzle elsewhere.

When it comes to the puzzles, it's mostly a case of clicking on a part of it and waiting for something to appear or move to the spot you've clicked on. This is difficult to explain in words, but dead easy to pick up in the game itself. For example, in the Game Room, if you click on the puzzle icon, you are given a blank chess board. If you click on one of the squares, a queen morphs up and appears on the board. Click on another square and the same thing happens. I must admit, I couldn't work out for the life of me what I was supposed to do here, so I'll let you in on the secret. It's actually dead simple, you have to place eight queens on the board so that no two are on the same line, horizontally, vertically or diagonally. This is a crucial puzzle to solve, as you can now enter the kitchen by clicking on the corner pocket on the pool table and the kitchen holds the best scene of the game. You want to know what it is? Come on! Do you want me to spoil everything? Let me just say there is something other than food in the big pot, as someone finds out. Solving the queen's puzzle also unlocks the Doll Room door.

You haven't mentioned 'scary' for a few paragraphs....

OK, let's talk about atmosphere. The graphics are state of the art, the room rendering is very smooth on the CDi and the full motion video is some of the best I've ever seen. The house is full of dark corridors and flickering candles. Add to this the music, which at times is perfectly haunting, and you have a situation where a ghost comes down the corridor towards you and you're searching for the clean underwear. This is the first real interactive film. You are there, simple as that.

Luckily some light relief is provided by the six other guests. All the stock characters are there - the old couple, the scarlet hussy, the cocksure aristocrat and the strange Arabic bloke. The acting is wonderfully hammy and over the top, giving it a strange mix of Twin Peaks and dodgy B-movie. The music again comes up trumps here, as it often switches to quite joky theme tunes.

Any more tips?

It's difficult to give tips for this game, because by giving away the answers, the puzzles are solved, and it severely limits the fun you'll have playing this game. What I will say is that don't worry if you seem to have reached a dead end. It means you have to return to a room and watch another scene before you can go on.

Also, some doors are secret ones. You can only enter the picture gallery later on in the game and the door is a secret one. I'm not going to give it totally away, but go to the entrance foyer. The answer may be under your feet.

Other general tips: if the puzzle involves letters, the object will be to form words or a sentence. These all refer to the game, so expect haunting phrases with doom-laden warnings. There is also an horrendous maze in the basement, which is a nightmare to get through. A map would help you out a lot, and one can be found on the carpet over the Bishop's Puzzle.

Surely it's not all brilliant, though?

OK, I do have a few criticisms. For a start, there are only 23 rooms, and once you've solved the puzzles in them .... er ... that's it. If you're a MENSA candidate you'll finish this in a week and wonder what all the fuss was about.

When the game came out on PC CD-ROM, some reviewers thought it was all mouth and no trousers: a series of ancient parlour games tacked onto some nice graphics. Also, some of the puzzles can get really frustrating, so if you like fast games which you can blaze through, this will not make you beam from ear to ear. I agree it would have been good to have a few more puzzles, with perhaps a few of them being more arcade-style than brain power, but perhaps they'll come in 7th Guest 2.

But here's where you say it's better on PC CD-ROM

Ha Ha! Caught you out. The game is even better on CDi, for a number of reasons. Firstly the graphics. The Digital Video and faster, smoother updating raises this game to a hitherto undiscovered level of gaming visuals, leaving the PC version standing. Also, on computer you have all the installation problems. You need a very powerful PC to run it, and even then you have to do lots of tinkering about. I spent about half an hour on the phone to a very helpful technical bloke called Steve at Virgin and we were hacking and chopping Config. SYS and Autoexec. BAT files to get the game to run. This is a bit of a pain, but you expect it with new technology. However, on CDi it's pure unadulterated joy. Bang the disc in and away you go.

What about this new Touchpad then?

Three cheers for Philips! Those who read the last issue will know I think the original CDi controller is terrible, and you'd have more success using a fish-past sandwich. The new one is much more like it. It looks like a Super Nintendo joypad, but it's even more ergonomically designed.

For those who don't like joypads, it comes complete with a mini joystick shaft that you screw onto the directional pad. Personally, this felt a bit uncomfortable, but it's definitely a brilliant accessory to include. The new Touchpad is not that essential for 7th Guest, but try it out with International Tennis Open and the playability improves immeasurably. A brilliant addition to the CDi catalogue and it makes me desperate to see the football game Striker, which should FLY with this controller.

CDi v CD-ROM

To play CDi version
A CDi player with Digital Video cartridge.

To play CD-ROM version
Minimum configuration requirement is an IBM PC or compatible machine with the following:
386 DX processor minimum, 2MB of RAM, 16 bit SVGA video card with at least 512K of memory, CD-ROM drive with minimum of 150K per second transfer rate, Sound card with FM and PCM sound, Mouse, Hard drive with 10MB of free space, MSCDEX version 2.2 or higher, DOS 5.0 or higher.

VERDICT

GRAPHICS

Gorgeous Digital Video and very fast, smooth screen updating makes this the first step to truly interactive film. Really shows off the CDi's capabilities. If you've got friends with PC CD-ROMs who think they're really cool, invite them round to see this little beauty in action and then scrape their jaws from the floor as they drop six feet in amazement.

95%

SOUND

You want speech? You've got it. You want screams? You've got it. You want another amazing score by The Fat Man? You've got it. You want haunting scary jingles and humorous theme tunes? You got it. You want Mahler's 5th Symphony in Dolby Surround Sound? No thank you, I've got more than enough already thank you.

95%

GAMEPLAY

As I've said already, if you like The Crystal Maze, you'll adore this. Add to this the fact that each puzzle solved develops what is already a rattling good story and I'm well chuffed. However, if you don't like puzzles, you will not like this. Perhaps more action-style sections could have been included, but then, perhaps they're just for philistines.

88%

EASE OF USE

Main interface couldn't be simpler. Simply scan each room and the changing icon tells you what you should do. Unfortunately, this does tend to hand things to you on a plate, and adventure game fans will be disappointed. But I'm rubbish at adventure games, so I wasn't complaining. Some puzzles can be frustrating, but then that's why they're called puzzles, I guess.

91%

OVERALL

I thought the PC CD-ROM version was incredible, but this is even better. If you'd asked me a year ago whether I'd be playing a game like this, I would have given you an overcoat which buttoned up at the back. But it's here and it's important for two reasons. Firstly, without sounding melodramatic, this is the most important video game since Space Invaders and represents the dawn of a new era: the first step towards interactive films. On another level, it shows that the CDi has arrived. Consider the other formats: PC CD-ROM is being used purely for extended graphical intros & a bit of nice speech, with the games themselves being a bit of a pain to get working; the MEGA-CD is floundering in a wave of abysmal games and the Super Nes CD and 3D0 are still some way off. I don't think you could get a better version of this game on any other system around. I hope other CDi programmers look at this game and look at International Tennis Open and give us more of the same.

94%

FUTURE PROSPECTS

Virgin Games has changed its name to Virgin Interactive Entertainment to reflect changes in computer games' technology. Andy Clough talks to managing director Tim Chaney

AC Are you developing any titles on CDi?

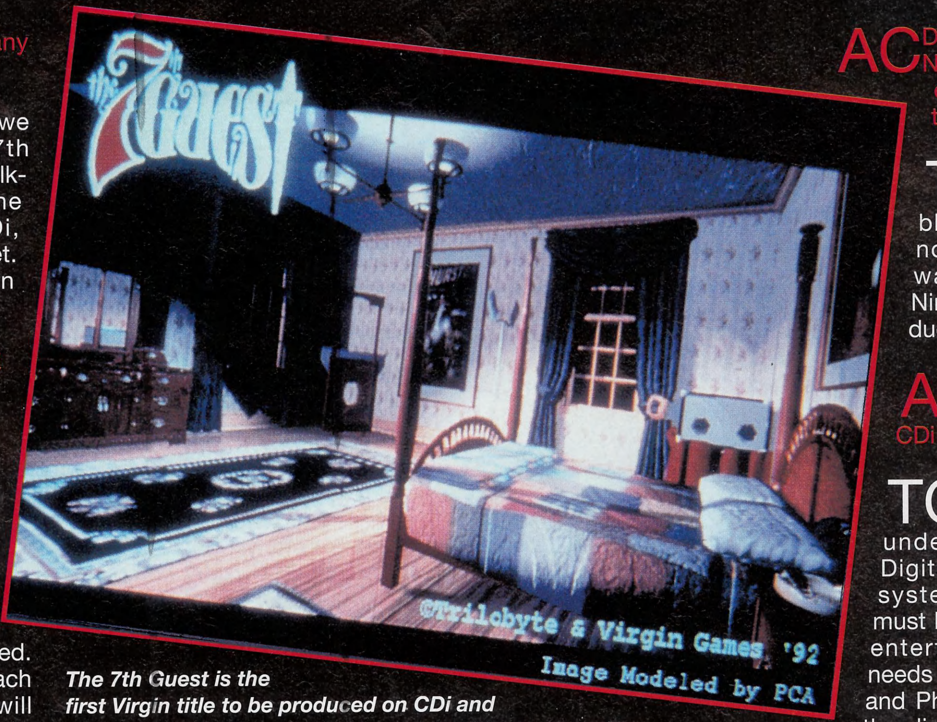
TC No, not directly. But we have licensed The 7th Guest to Philips and we are talking to them about doing the Virgin World Atlas on CDi, although this isn't definite yet. Philips might publish the Virgin Atlas itself.

AC Do you think CDi is a viable format?

TC Technically, CDi is a good machine. I would like it to be successful. Initially, CDi was flawed because it didn't have full motion video, so you couldn't show movies and music videos, and the software catalogue was very limited. But this Christmas CDi will reach a turning point because it will have a lot more ammunition. It's important that Philips keeps investing in the system.

AC Why is Virgin Interactive Entertainment being so cautious about developing CDi titles?

TC The CDi user base worldwide is still quite small. We have to target our development funds at the main formats - at the moment we can't guarantee a return on CDi. Philips has to be the first big investor in CDi software to kickstart the market. Initially, Philips misread the market for CDi. But in the last 12 months it has recognised the weaknesses in its software catalogue and there is more emphasis on games and music, which is what would interest us.



The 7th Guest is the first Virgin title to be produced on CDi and one of the first games to feature Digital Video technology

AC Which CDi titles have impressed you most?

TC I know it is one of our titles, but The 7th Guest on Digital Video looks amazing. It is more like a video. And some of the rock videos are fine.

AC Will a single format dominate in multimedia?

TC No. There will always be multiple formats. Multimedia is fighting for space in three places in the home. In the bedroom, the battle is between Sega and Nintendo. In the study, it is personal computers and CD-ROM. And in the living room the fight will be between CDi and 3DO.

AC When do you think multimedia will break into the mass market?

TC I hope there will be a breakthrough in the autumn of 1994, but I think it is more likely to happen in 1995 or 1996. The games cartridge market will begin to shrink in 1994 and CD needs to fill that gap.

AC Do you think Sega and Nintendo will ever encroach on CDi's territory?

TC I don't think the Mega CD possibly can - it is certainly not something I would want in my lounge. Nintendo has still to produce a CD machine.

AC What else should Philips do to make CDi succeed?

TC The price of the CDi player must fall to under £300, including a Digital Video chip, for the system to be viable. CDi must be marketed as a family entertainment system. It needs to be entertainment led and Philips should emphasise the digital picture quality and stereo sound. Consumers need to know that they can get a major film such as Apocalypse Now on CDi by Christmas. They need to bundle the player with high entertainment software.

AC Are you optimistic about the future for interactive multimedia?

TC Yes. The music and film industries are now talking constantly about interactive media. Interactivity is the talk of Hollywood. But it takes years to build up penetration of hardware in any market - it's a long, slow process. Remember how long it took for CD audio to take off.

Virgin
GAM

EXCELLENT!

Wayne's World debuts on Digital Video

The film that gave the world "Excellent!" and "Not!" will shortly be available on CDi. Wayne's World will be out in November. Based on characters created for Saturday Night Live (home of the Blues Brothers, Chevy Chase and just about every American comedian of recent years), Wayne's World became a huge success on both sides of the Atlantic.

It's easy to see why. The goofy brand of schoolboy humour is hard to resist and the vocabulary is, well, EXCELLENT!

For those that missed it first time round, the film is about a (very) small (very) local television station run from a basement by two metalhead no-hopers Wayne and Garth.The quality of the show is rough, to say the least, but that's really their appeal. They're just two lads doing what they know best - goofing around and discussing "babes".

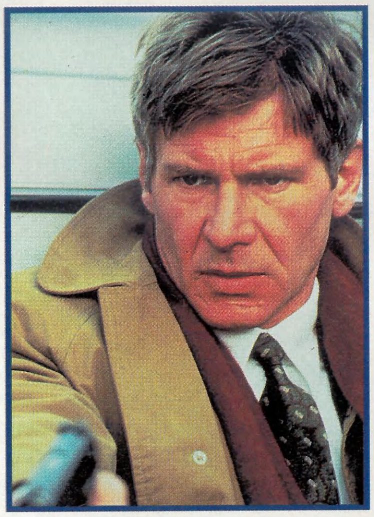
Everything is going just fine until one day along comes a network television producer with offers of fame and LOTS of money. Does he have the boys' best interests at heart? What do you think?

However, it's not the plot that matters. Wayne's World appeals because it's so wonderfully dumb. The two lead players ham it up in a way not seen since the totally excellent Bill and Ted, and director Penelope Spheeris keeps it all moving at a suitably brisk pace.

To return to babes ("schwing!"), romantic interest is provided by Tia Carrere ("double schwing!") who had a hit with the cover of The Sweet's Ballroom Blitz seen here. But the musical and comic highlight of the film has to be a mimed rendition of Queen's Bohemian Rhapsody. All those guilty of similar behaviour say "aye".

Wayne's World is a valid and essential contribution to modern culture. NOT!

WAYNE'S WORLD



PATRIOT GAMES

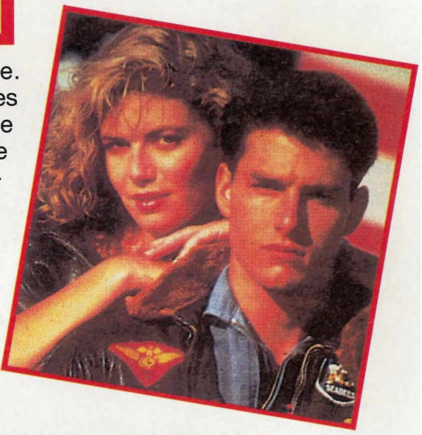
Harrison Ford takes over as Jack Ryan to tackle Sean Bean and the IRA in this Tom Clancy tale of revenge and terrorism. There are more plot holes than the proverbial swiss cheese and a sense of geography that would shame a five year old, but it's still a lot of fun and gives a fascinating insight into the workings of modern intelligence agencies. A Bond for the Nineties if you like (Ford signed a deal for five films).

Directed by Philip Noyce, responsible for the excellent Dead Calm and the less than good Sliver, this one's somewhere in between.

NAKED GUN 2½

"Frank Drebin is back, just accept it" ran the copy line. Love him or loathe him, in my experience you can't help but laugh at him. The movies are much better than the Police Squad television series on which they're based, the gags coming so thick and fast it doesn't matter if some of them miss. This time Drebin goes up against evil energy tycoons determined to stop America adopting a new energy policy. Not quite as good as the original, but then that was utterly wonderful. The Zucker clan (Airplane, Hot Shots etc) strike gold again.

TOP GUN



Tom Cruise, jet fighters and attitude. Possibly one of the most exciting movies ever, certainly one of the loudest. The aerial sequences are amazing, the pace relentless and the soundtrack monstrous. Okay, the plot looks like it came off the back of a cigarette packet, but who cares. Dreadful and wonderful at the same time, with that Cruise smile shining through. Plug it through your hi-fi for maximum impact from the digital audio of CDi. And remember, play it LOUD!

THE HUNT FOR RED OCTOBER

Sean Connery really steals the show with a very strange accent but bags of class as a Russian naval officer defecting to the West with the latest Soviet submarine. Or is he...? Jack Ryan (the excellent Alec Baldwin) has to find out. This was a huge hit and features breath-taking underwater footage. The Oscar winning sound effects will make the most of the digital sound of CDi.

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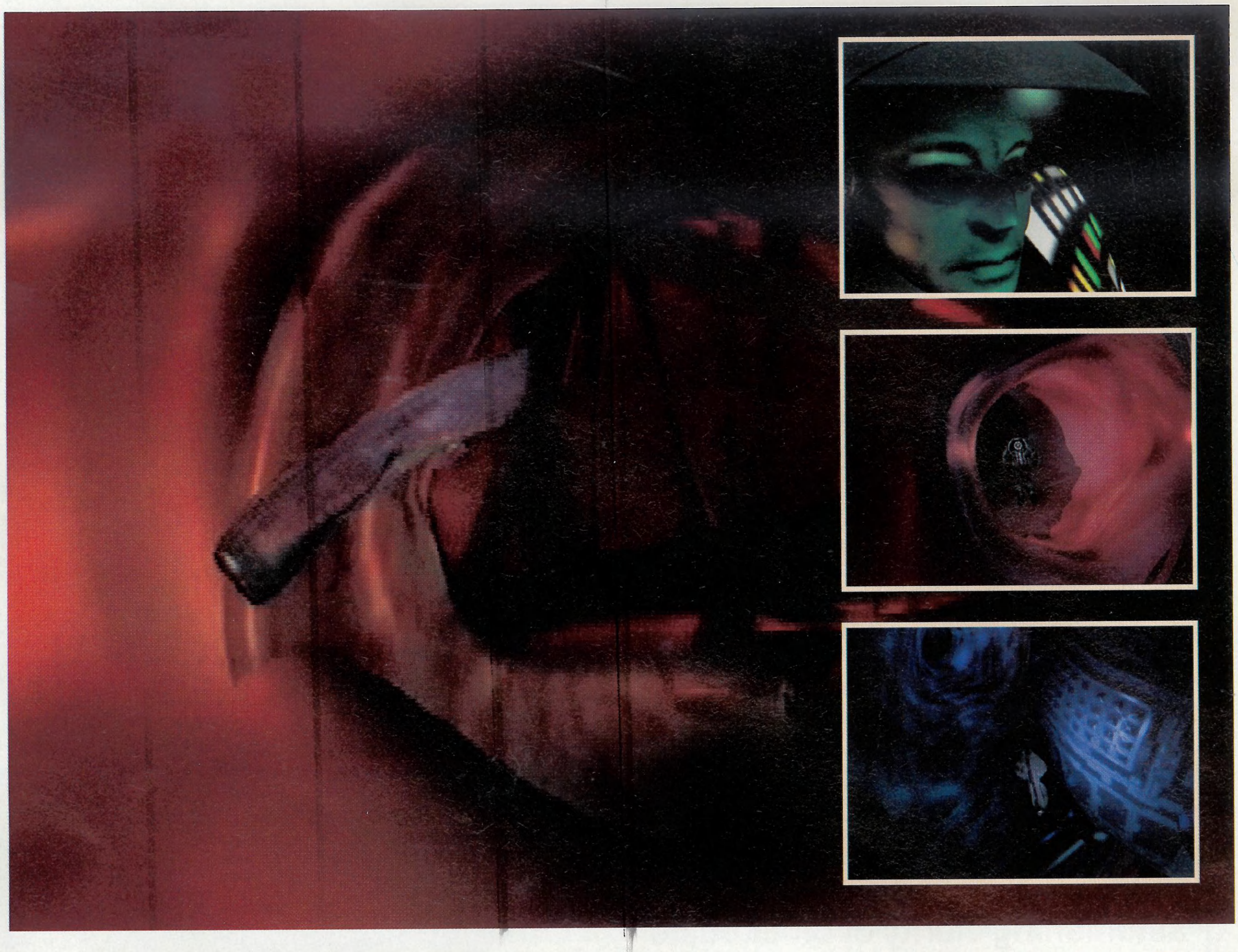
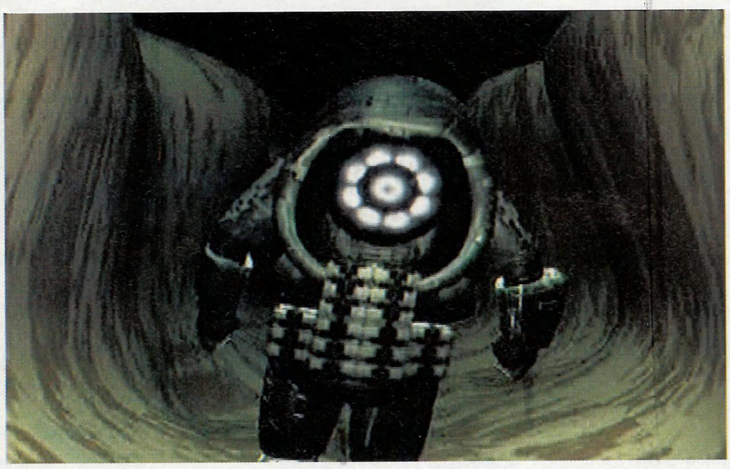
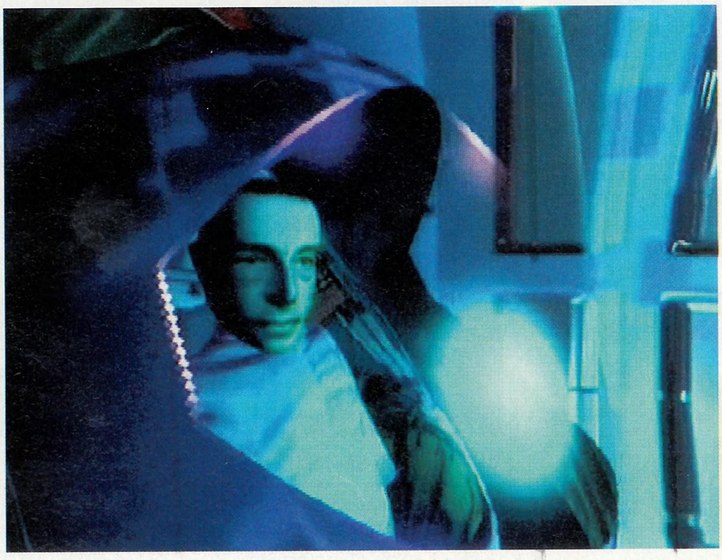
MICROCOSM







OK, so our reviewer thinks the graphics on Mystery of Kether are the best he's ever seen on any video game format. Well, Mat, have I got news for you. If the finished version of Microcosm on CDi is anything like the early demo disc I've seen, it will blow your mind.

This is what Digital Video is all about. It's hard to convey using the written word and still images just how groundbreaking the visuals on this title will be, but everyone I've shown the demo to was gobsmacked. In the words of one cynical computer games journo: "I've never seen anything like this outside a film studio."

So what are we on about? Imagine you are inside the human body, travelling around in your own miniaturised craft. This game will enable you to explore the human body's intricate network of tubes and passageways in an interactive version of something like the film Fantastic Voyage.

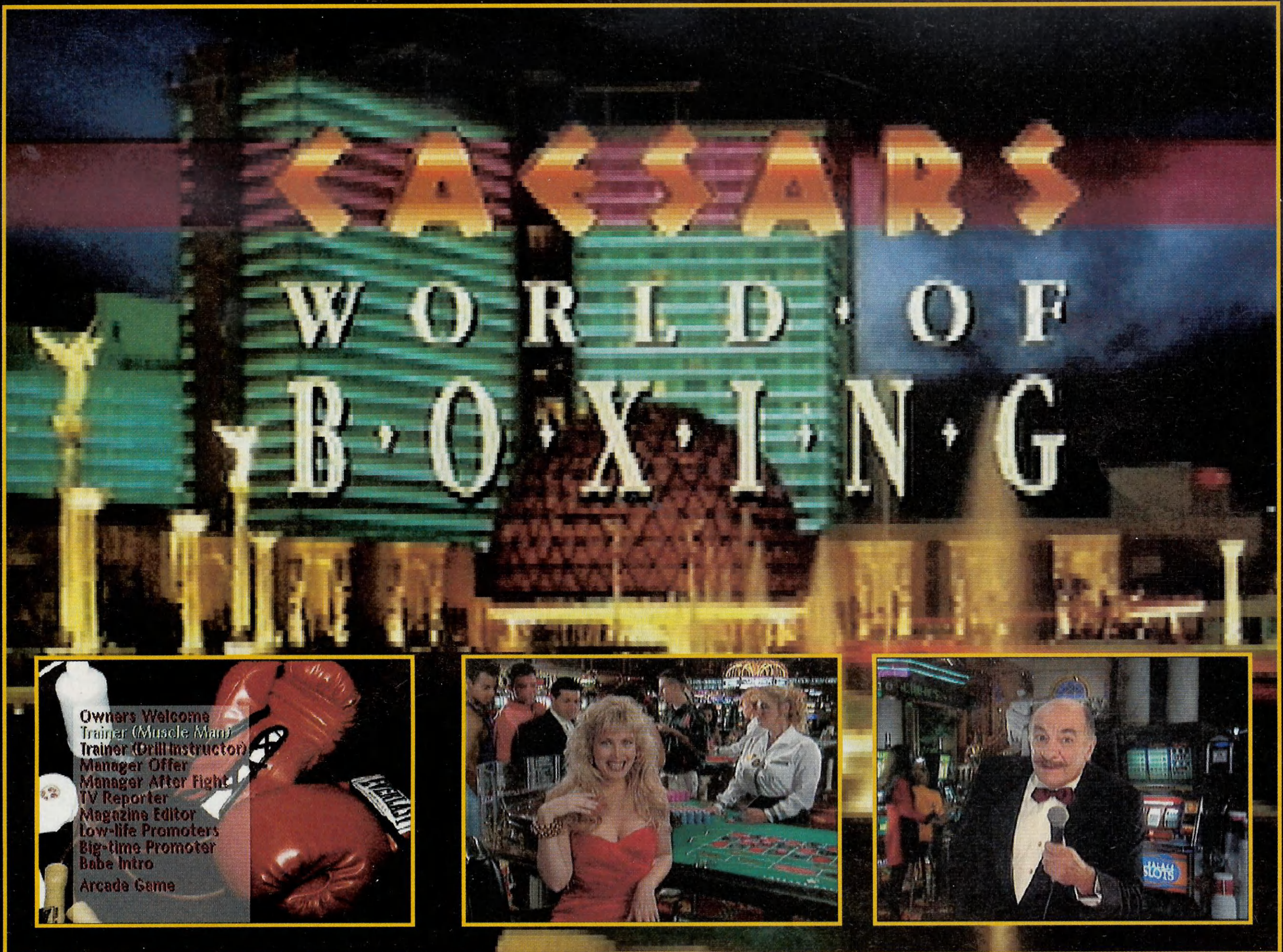
Your ultimate goal will be to save your host body from a number of diseases as well as a rogue craft that is trying to hunt you down.

But what makes this title truly groundbreaking is the graphics. It is just like watching a real science fiction film, with sequences straight out of Star Trek. In one, a ship emerges from one of the large waystations, starts its engines, and whizzes off into an artery. In another, you are jettisoned into some obscure part of the body with nothing but a space suit and a jet pack on your back.

The sequences of your ship flying through an artery took my breath away. Seen on a large screen TV with stereo sound, Microcosm promises to be a stunner. We can't comment on the gameplay yet, because we only had a linear, non-interactive demo. To see what we're on about, take a look at the demo clip on the free CDi disc with this issue.

Cost: TBA
Available: Spring 1994

CAESAR'S WORLD


CAESARS
WORLD·OF
B·O·X·I·N·G
Owners Welcome
Trainer (Muscle Man)
Trainer (Drill Instructor)
Manager Offer
Manager After Fight
TV Reporter
Magazine Editor
Low-life Promoters
Big-time Promoter
Babe Intro
Arcade Game

With the development of the new Philips Touchpad, two-player games will become a popular option on CDi. If you fancy a bit of sparring with your friends, but don't want to get hurt, Caesar's World of Boxing should be right up your street. This is the first two-player game to incorporate Digital Video. Although the boxing itself involves you and your opponent slugging it out in animated sequences, there are 30 other "live" characters who egg you on.

You can pick one of two options. Play as a fighter or a manager.

As a fighter, you must pick the right trainers and managers to take you to the top of the heavyweight ranks, defeat your opponents in the ring and deal with the tempting distractions of big time professional sports.

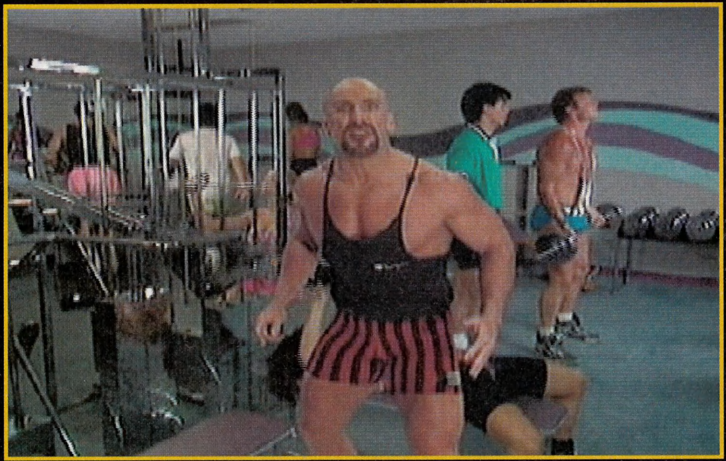
You can create your own boxer by choosing his skin colour, weight, hair style, power conditioning and even the colour of his shorts. Then select a trainer, who will put you through your paces. And to make sure you earn a decent living, pick a manager. But be careful - some of them are not to be trusted!

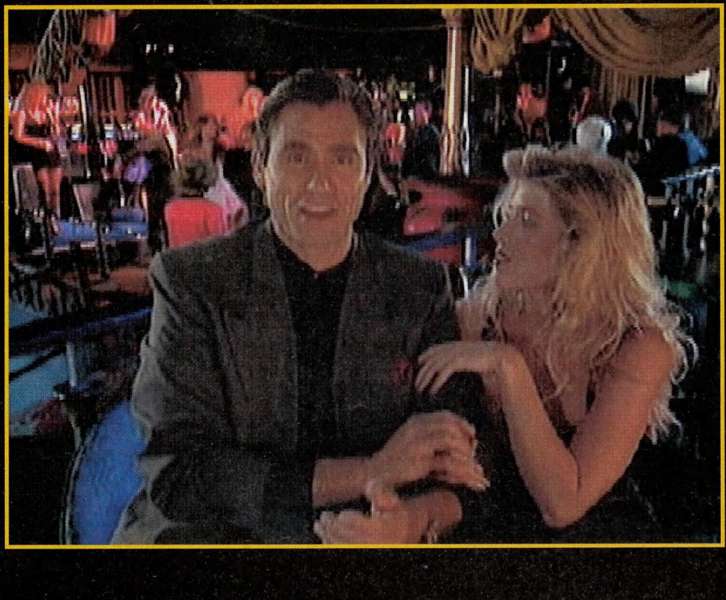
If your performance doesn't work out as you want, you can always fire your trainer. But you need to keep an eye on the other sleazy characters who inhabit your world - such as the TV reporter, magazine editor and boxing's high rollers.

If you play the game as a manager, you guide the career of an up and coming boxer, choosing the proper training techniques and making the right deals with promoters. During the fights, the manager sets the ring strategy for the fighter and handles the press.

All DV sequences were shot on location at Caesar's Palace in Las Vegas.

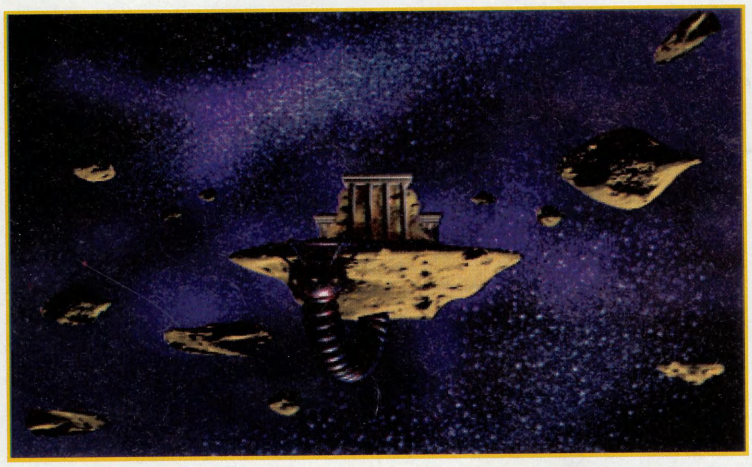
Cost: TBA
Available: December

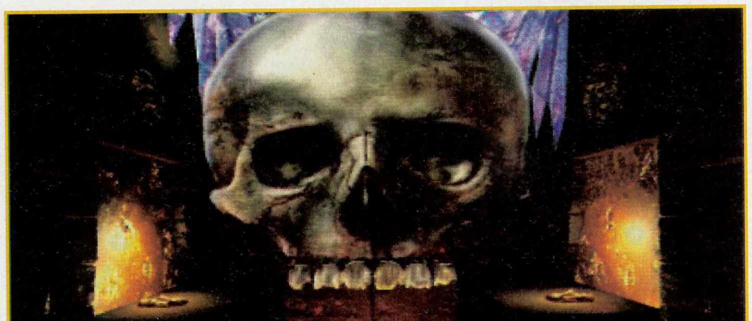


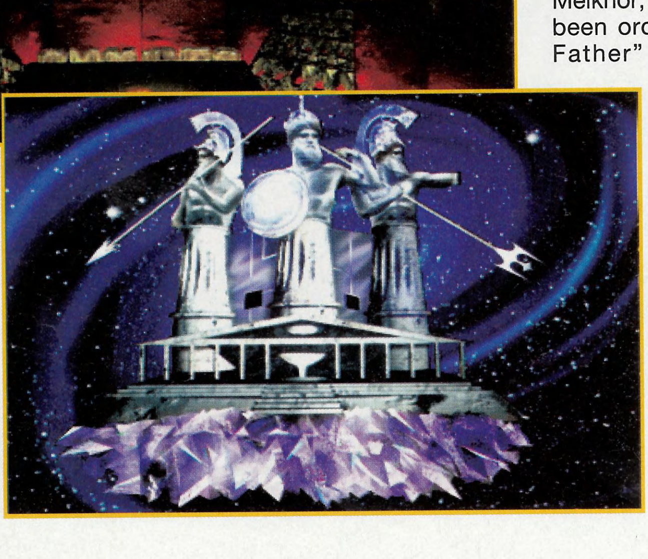


THE MYS
KETHER

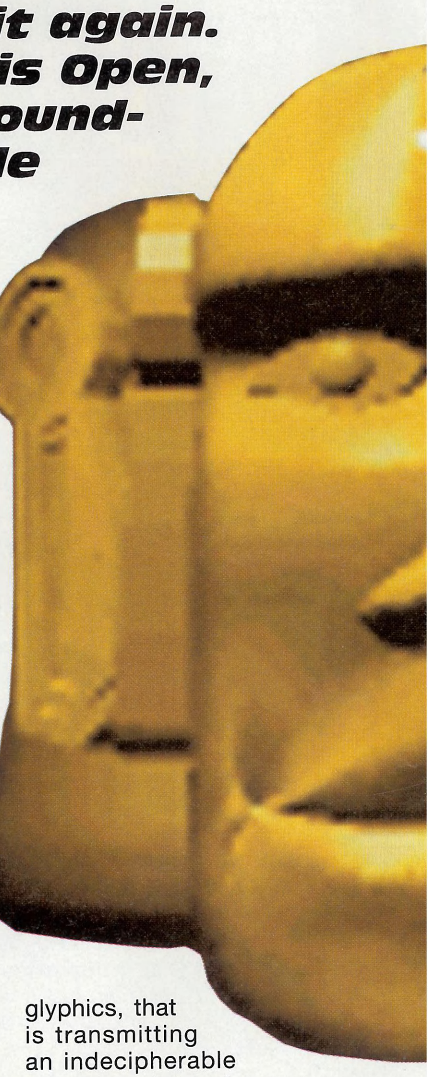
Software house Infogrames has done it again. After the success of International Tennis Open, it has produced another game with ground-breaking graphics. Mat Toor takes a ride







Top and right: choose one of six temples as your destination; each contains a different world rendered in stunning 3D graphics. Above: beware the forces of the evil Khork



Before I feel free to go any further let me say this: The Mystery of Kether has the most awesome graphics of any video game on any system that I have ever seen, period.

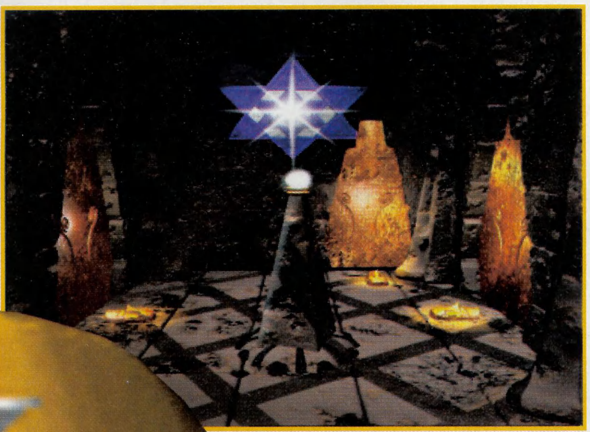
You won't believe your eyes when you see the speed and detail of the fully three-dimensional, filled polygons that streak by you in this space arcade adventure's flying sequences. It makes the SNES's Star Wing, FX chip and all, look as exciting as that old Atari VCS Combat game with the two blobs pretending to be battling biplanes, tanks etc.

Now that I've got that off my chest, back to the review. In case you were wondering, Kether itself is a planet in the Pleiades Nebula that is drifting inexorably towards a black hole. You are Melkhor, a space knight who has been ordered by the "Celestial Father" - a kind of Obi Wan Kenobi figure - to land on the planet and rescue Eta Carene, the "Princess of Wisdom" who has been kidnapped by the evil Darth Va-, sorry, Khork.

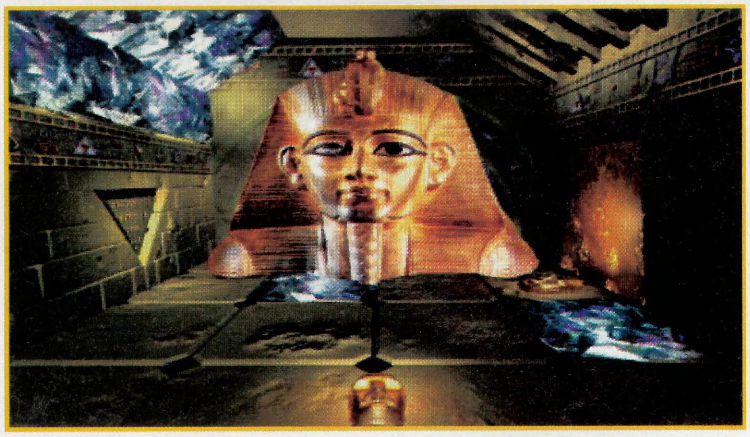
The planet itself is covered with the remains of an ancient civilisation evident in six massive temples. And at the heart of that civilisation lies a mysterious monolith, covered with hieroglyphics, that is transmitting an indecipherable message into deep space (remember 2001: A Space Odyssey?).

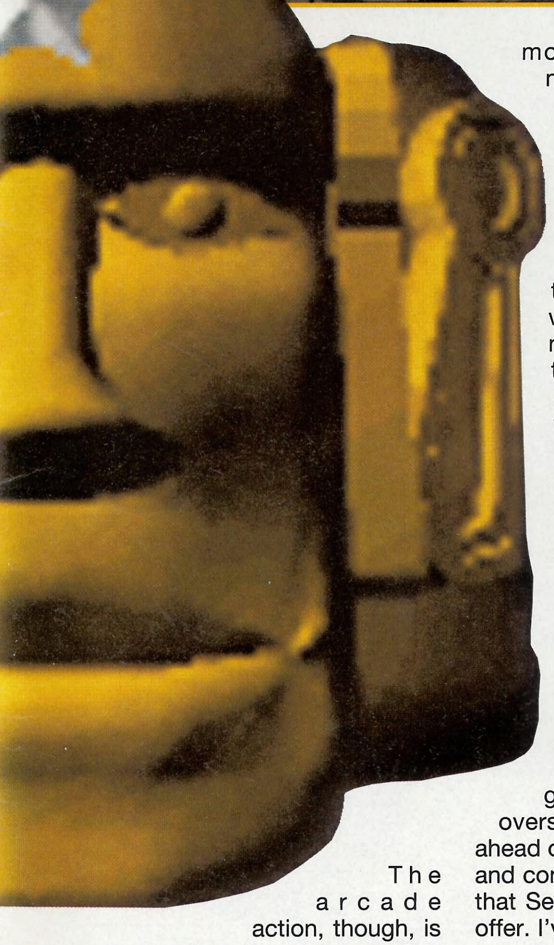
The gameplay itself is a mixture of puzzle-solving, exploring and exhilarating arcade action. The puzzles vary from simple memory tests to tortuous mind-twisters that made me want to tear my hair out until the elusive - but entirely logical - solution eventually became apparent. The exploring is nothing special - a very simple 3D first-person perspective with some tiresome "shoot the monster" seasoning thrown in.

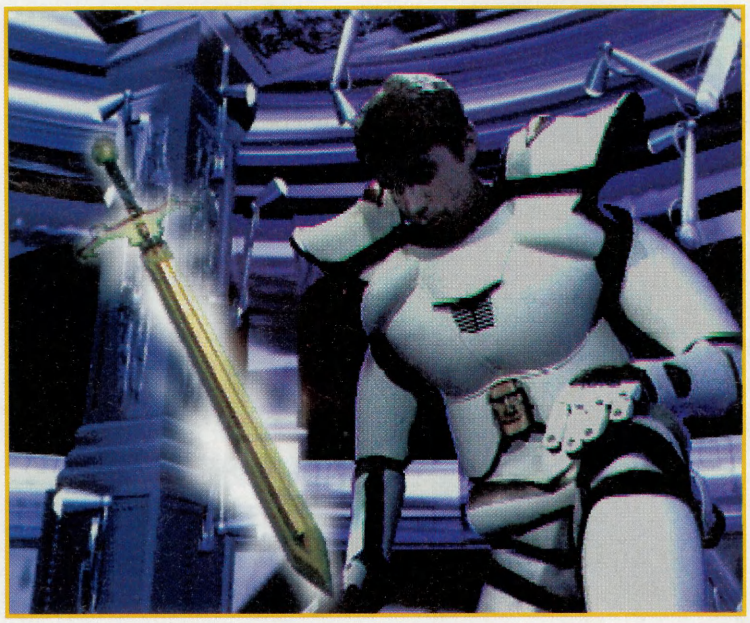
TERY OF



Left, right: the remains of an ancient civilisation are hidden in each temple. Below right: You are the space knight Melkhor







The arcade action, though, is what makes this the best CDi game yet. Words alone can't describe the sensation you feel when you swoop down cliffs at what seems like 1,000 miles per hour, or the satisfaction as you steer your craft through the middle of a rotating, doughnut-shaped asteroid. And for once there does not seem to be a trade off between the stunning visuals and "true" interactivity.

Admittedly, a linear course has to be followed in most of the flying sequences, but there is still enough user-controlled movement to make this much more than the spectator sport gameplay that typifies most "interactive movies" on CD (see Escape from CyberCity on CDi or Sega's Sewer Shark).

The downers? Well, the flying sequences would have been taken to new plateaux of perfection if you could fire lasers and dog-fight with the baddies rather than simply steer your way out of trouble. As usual with CDi games, the options are rather limited (why can't we have common or garden continues, eh?).

But these are minor quibbles indeed alongside the gobsmacking graphics and gameplay. The achievement of Infograme's programmers cannot be overstated: this is light years ahead of any other game on CDi, and competes with the very best that Sega and Nintendo have to offer. I've run out of superlatives.

PLAYING TIPS

Watch the intro sequence - it's well worth it. Receive your mission orders from the Emperor of Light.

Choose your destination: pick one of the six temples and then click on action button 1.

Aim for the green asteroid to recharge your power cells.

Remember, you don't have any lasers, so if you are being attacked, you must fly to avoid the enemy fire.

If you get blown up, you get several more chances by flying down a canyon and aiming at one of the coloured stars.

But keep an eagle eye on your power levels at the bottom of the screen - they can be quickly depleted and are extremely important.

Polish up your flying skills - it can be a real roller-coaster ride!

Press action button 2 to pause: you can then exit or continue. Action button 1 gets you back into the game.

Try not to hurl the remote at the TV when you lose!

RATINGS

OUT: *Now*

PRICE: £34.99

GRAPHICS	95%
SOUND	80%
INTERACTIVITY	80%
OVERALL	95%

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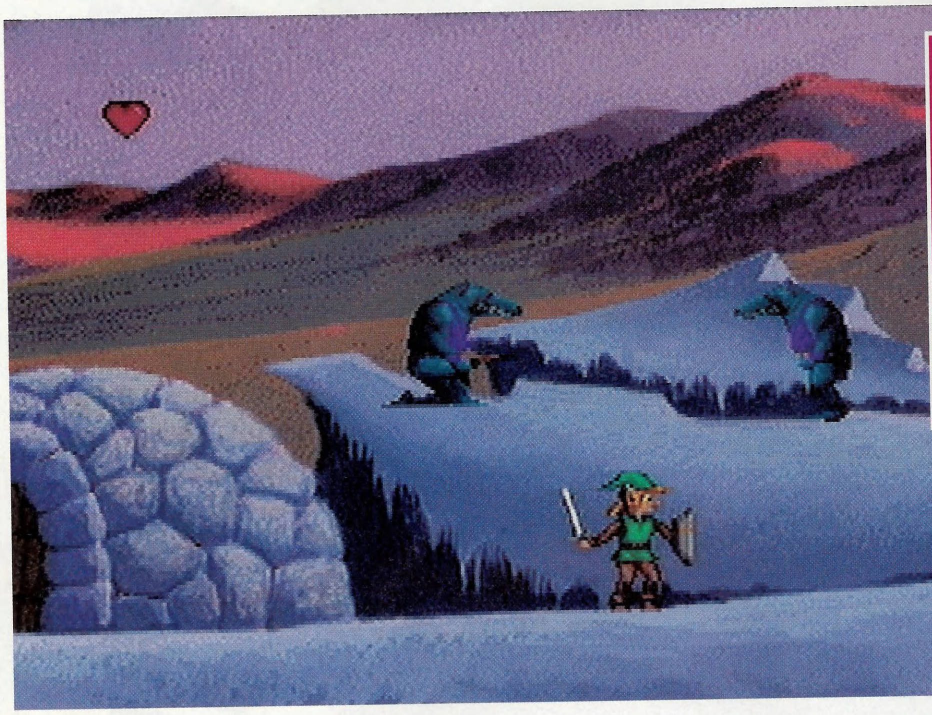
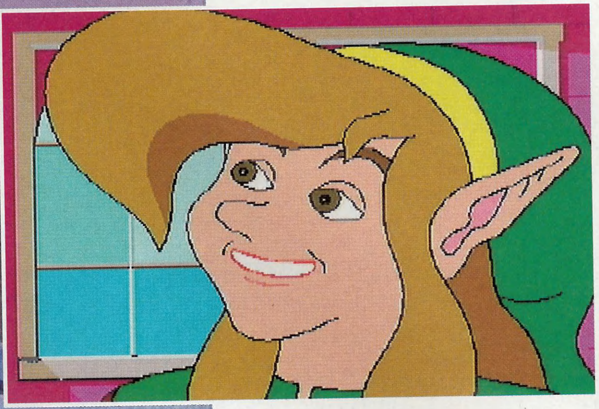
COMET

YOU KNOW WHERE TO COME.

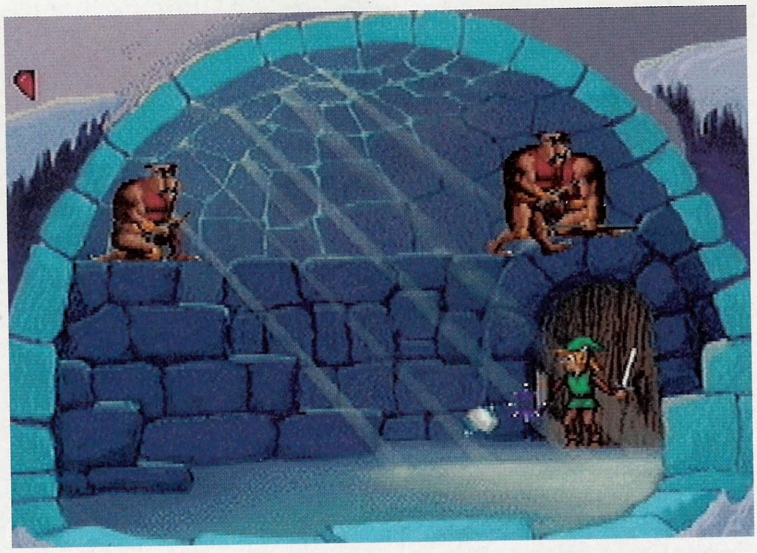
LINK
THE FACES OF EVIL





Above: Link gets his marching orders in one of the introductory animated sequences. These give the game a cartoon-like feel, but the gameplay leaves a lot to be desired

Above: The island of Koridai has been captured by Ganon and Link must rush to the rescue by slaying the Faces of Evil. Below: you have a variety of weapons at your disposal, including bombs, snowballs and a sword



Link: The Faces of Evil is the first offspring of a brief Philips - Nintendo alliance two years ago. In those days, Philips was going to produce a CD drive for the Super Nintendo console which would allow some compatibility with CDi. In return, Philips was given the licence to produce games featuring characters from some of Nintendo's best-loved arcade-adventures, Link and Zelda.

The Nintendo-Philips CD drive never appeared.

CDi Link: The Faces of Evil is, by CDi standards, one of the better platformers around. The trouble is that compared with the original, classic NES or SNES titles, this is very much the poor relation.

The storyline - narrated with some nice full screen animation in the intro - is perfunctory. Link's peacetime revelries are interrupted by his old nemesis, Ganon (who looks a bit like Harry Enfield's Miserable Old Git). He has captured the island of Koridai, and hewn out of the rock some Mount-Rushmore-like Faces of Evil.

Your job is to go into each of these Faces and duff up anything that moves. Your weapons include bombs, snowballs and your trusty sword. In your way are hoards of ghosts, skeletons, pteradactyls, orcs, polar bears and cavemen (no I couldn't work out the connection either).

So what is about this game that isn't quite up to scratch? Well there's no parallax scrolling, the backdrops are drab and the sprites are small.

But the graphics are only part of the story. What set the original Nintendo games apart was their blend of arcade action, adventure puzzling and platform-related tomfoolery. In other words, more gameplay than you could shake a stick at.

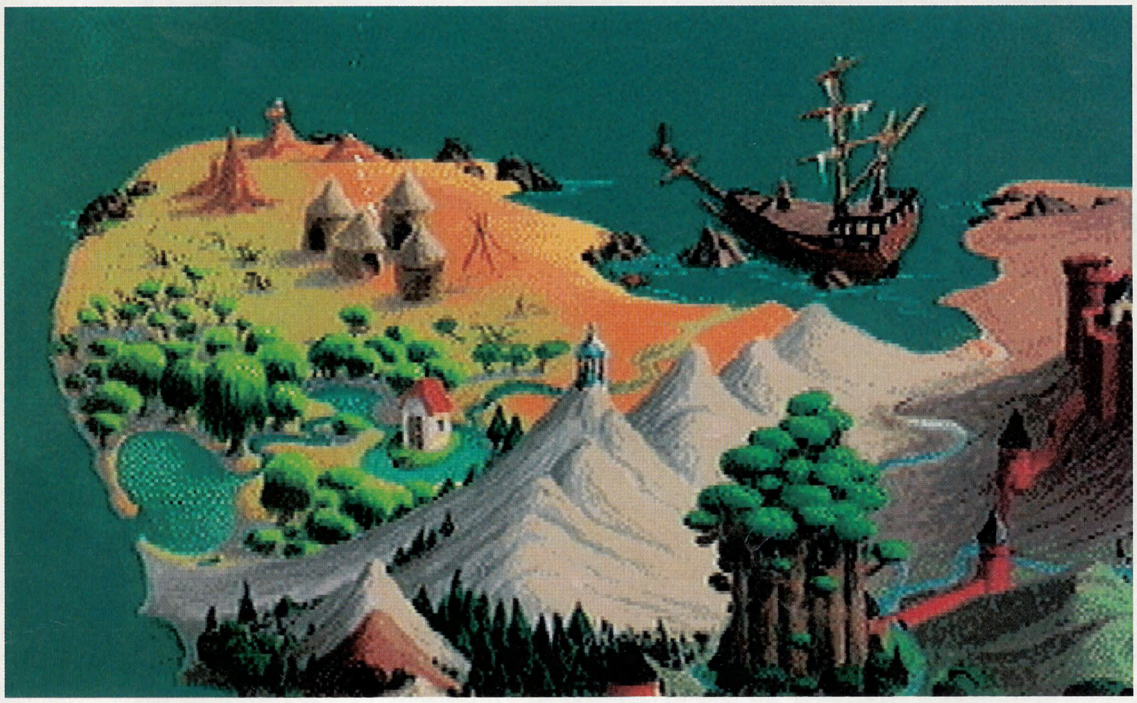
In CDi Link - at least in the sections I played - the arcade element is slow and repetitive, like running through a sea of porridge. The skill element is simply a matter of bombing along in one direction and pressing the action button to ice a bad guy with your sword. The contol system is also flawed- to jump you have to push the joystick up, for instance.

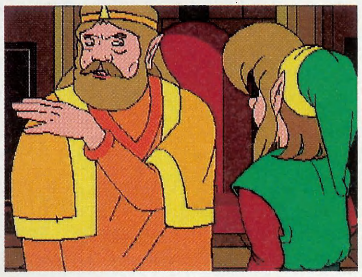
Overall Link is a bit of a disappointment - perhaps because expectations were so high in the first place.

Mat Toor

OUT: Now	RATINGS	PRICE: £29.99
GRAPHICS	65%	
SOUND	60%	
INTERACTIVITY	60%	
OVERALL	65%	

ZELDA
THE WAND OF GAMELON





Left: the island of Gamelon.
Top: animated sequences sometimes interupt the gameplay.
Above: if you lose a life, try again

Nintendo®

Zelda 3 is a platformy type of game, is the third in the series (as you might have already guessed) and is something that is so big in Japan, riots were reported around its SNES release.

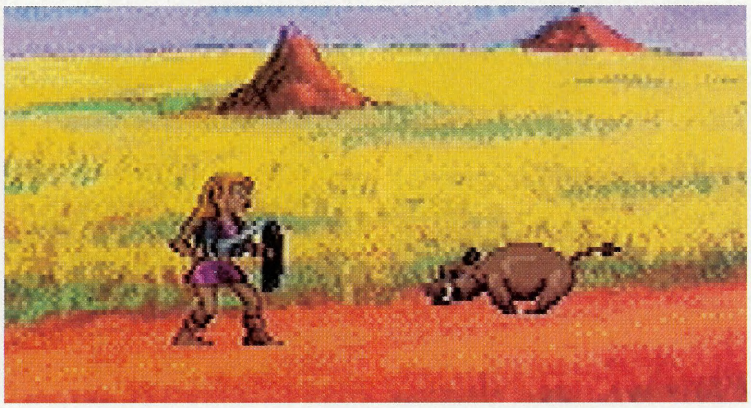
No, honest, it's the truth. Apparently the Japanese put down their manga comics, stopped cramming themselves into Bullet trains and offing whales and went completely gaga to get their mits on this game.

Which all means that the Japanese obviously have a weakness for a spot of hack 'n slash with a wee smidgen of role playing on the side, which is exactly what Zelda is.

The plot is one of those perfunctory things that really has no consequence: X trots off to Kingdom ruled by nasties, doesn't come back. Months later, Y trots off to look for X and doesn't come back. So, Zelda has to trot off and look for X and Y and whether she comes back or not is totally up to you.

This should be easy. Just gallumph around the island, slay the baddies with extreme prejudice, bring them back, that sort of thing. Naturally, this is not so, as not only are some of the spooks tricky little blighters to get out of the way, but also Zelda's quest comes complete with annoying puzzles.

These are along the lines of realising in a blinding flash of inspiration that you need a lantern, that you remember seeing a lantern, but it was right after that tricky bit where you lost about ten lives over in the coastal village and you forgot to pick it up. That sort of thing.



OUT: Now	RATINGS	PRICE: £29.99
GRAPHICS	75%	
SOUND	70%	
INTERACTIVITY	75%	
OVERALL	75%	

This makes it all rather annoying in a good and challenging sort of way. But there are other factors that are equally annoying but not good at all. Challenging, yes, good, na.

The first of these is the lack of a jump button. All Zelda's upwardly mobile movement needs a quick push on the joypad which takes a lot of getting used to and occasionally leaves you dead.

The second problem is your friendly sword, a sword so wonderful that whenever you slash it at people who would rather talk than fight, that is exactly what they do.

This action triggers off some excellent animated sequences with wonderful speech, but it is also rather frustrating when all you're really trying to do is smack the innards out of the pteranadon just behind them. Another quick way to lose a lot of lives.

Niggles aside, Zelda is still a reasonably good game. The new joystick gives a certain preciseness to the movements that I can only really compare to driving with a new gearbox after bimbling around in a completely shagged out one, and is really most welcome.

Andy Stout

MIND QUEST

A bit of a brain teaser, this one. Essentially, it is a series of mathematical, visual and verbal puzzles on a CDi disc. Your task is to solve enough puzzles to enter all 14 rooms on the disc. The dark tower is the ultimate room, and you can't access this one until you have completed the other 13.

You begin by entering a building of a complex spatial design. The player can explore rooms, staircases and gardens in which a number of puzzles have to be solved before the journey can continue. You are guided by your three mentors - "Mona", the hostess, "Will" Shakespeare, the cultured one, and "Chip" the mathematician. They will constantly monitor your progress.

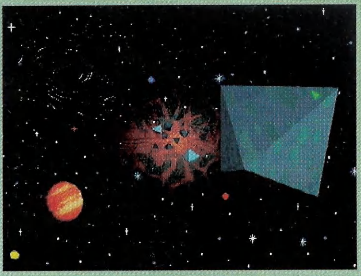
If the room has eight sides, then you must solve at least two of the puzzles within it before you can move on. If it has four sides, you only need to solve one puzzle. If you fail to solve the puzzle correctly, then you will lose two of the "triangles" in that room that represent each of the puzzles.

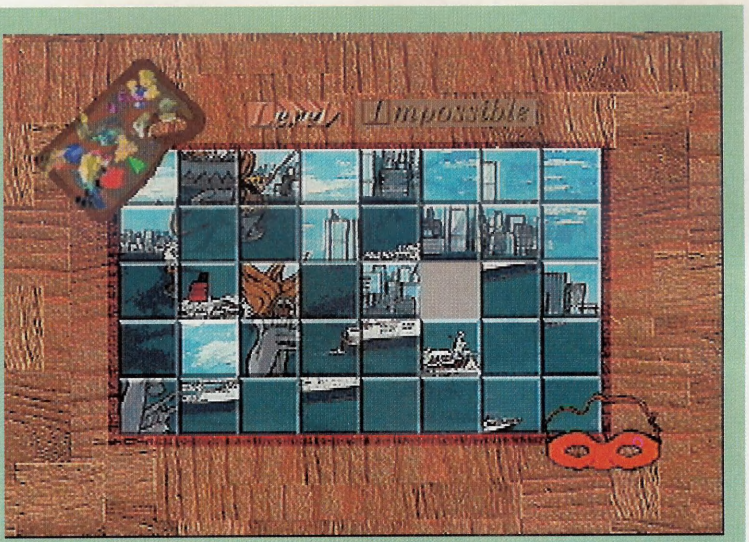
Each puzzle is timed against the clock. You can stop the clock at any time and resume the puzzle later. If time runs out, you forfeit the puzzle.

Some of the puzzles have different difficulty levels, and believe me, the harder ones can be pretty tough.

If puzzles are your bag, this disc will suit you fine. But don't expect adrenalin-pumping entertainment - this is definitely one for the more cerebral CDi owner. The commentary can be rather annoying but don't let that get you down.

Right: block puzzles with different levels. Below: intro titles





OUT: December

RATINGS

PRICE: TBA

GRAPHICS	70%
SOUND	60%
INTERACTIVITY	75%
OVERALL	70%

NEW AR

INCA

Well it seems I was a bit harsh with my review of Inca in the last issue. Turns out I had a very early worm and, not surprisingly, it wasn't the full shilling. How does a French game with no English instructions grab you? Don't answer that!

I have now got my hands on the real McCoy and I can safely say that Inca, the production version, is a very satisfying mix of shoot 'em up and problem solving and great fun to play.

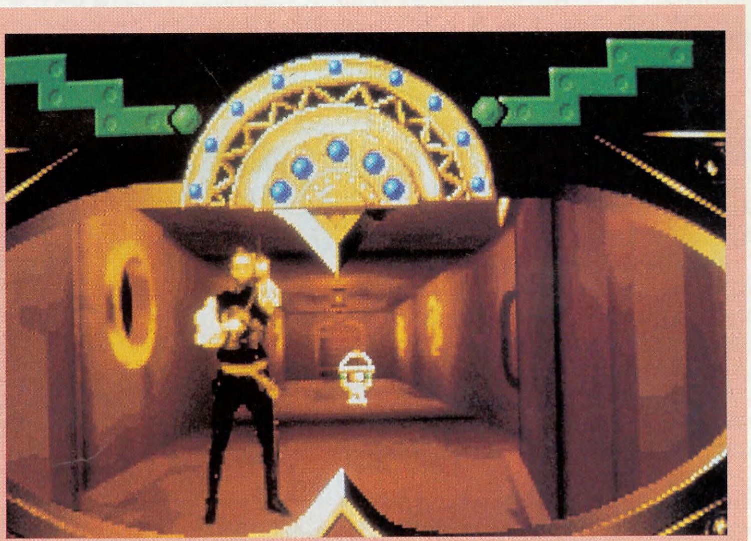
You are El Dorado, the chosen one. You must travel through space to find three hidden powers of the Incas and so bring this noble race back to life. But beware, the evil Aguirre waits at every turn and will do everything in his power to stop you.

Inca has a variety of game play that puts other discs to shame. Everything from a Star Wars style Death Star canyon to finding your way round a seemingly endless maze. Mind you, easy it ain't. And if problem solving isn't your bag, then this is probably not for you. Personally I enjoyed unravelling the various puzzles and then downloading a bit of stress by blasting some baddies. Best of all, you get an access code for every stage finished, so you need never play any stage more than once.

The graphics are still ace, the music still deserves some sort of hit record and I can now see why Inca won the first European award for best CDi game.

Keep an eye out for the Digital Video version due out next year. It should be a real stonker.

Right: watch out for baddies in the maze. Below: board the pirate ship



OUT: Now

RATINGS

PRICE: £39.99

GRAPHICS	85%
SOUND	85%
INTERACTIVITY	80%
OVERALL	85%

NOAH'S ARK

Roll up, roll up. This is your first chance to win £10,000 - yes, £10,000 - by playing a CDi disc. How? Read on.

The Ultimate Noah's Ark is the first book project to be published simultaneously in print and on CDi.

It is the second in a series by Mike Wilks which began with The Ultimate Alphabet. Wilks has created a painting which consists of 353 pairs of animals. Within the picture there are 707 animals, of which only one has not been paired.

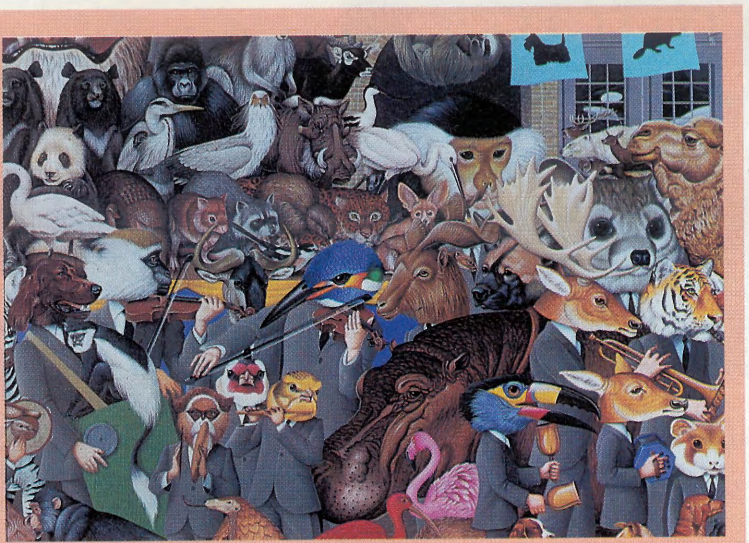
Your task is to identify the gender and species of that one animal.

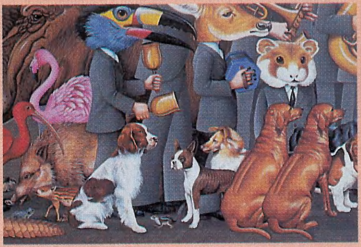
Using the CDi disc, you can zoom in on different sections of the picture, watch video clips of the animals and listen to an elaborate and misleading series of riddles. If you can identify the animal which is the odd one out, you could win £10,000.

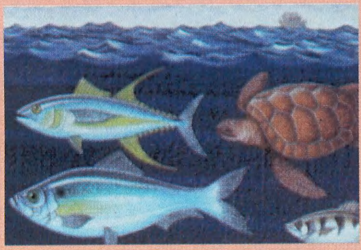
Publisher Penguin Electronics is putting up £10,000 for the winner of the book version; another £10,000 is being provided by Philips for the person who solves the puzzle on CDi. Special entry forms are included with the disc.

There is additional prize money to be won on the CDi version if you solve a number of other games, such as anagrams and sliding block puzzles.

Right: the painting by Mike Wilks.
Below: two sections







OUT: Now	RATINGS	PRICE: £24.99
GRAPHICS	95%	
SOUND	85%	
INTERACTIVITY	85%	
OVERALL	95%	

RIVALS

A GREAT DAY AT THE RACES

If you fancy a bit of a flutter on the horses without the risk of losing a few million quid, this is the ideal CDi disc.

Pick your horse, place your bet and away you go. You even get $2,000 of "funny money" to start you off, so you don't need to rob a bank first.

But there is much more to this title than just a simple betting game. It will teach you how to read the daily racing form, interpret any horse's previous results and explain the strange language of the trackside. If you don't know what an Acey Deucy is, this disc will tell you. There are even hot tips on each horse from Mickey Rooney to help you decide if you have picked a winner or loser. It's a typically American product, but none the worse for that.

The disc is split two basic sections: Handicapping and Go to the Races.

In the former, you can find out about the history of horse racing. This section includes some wonderful black and white film footage of classic early races and paintings of thoroughbred horses by famous artists such as Stubbs.

There are also guidelines on the basics of betting, strategy and other factors like good old fashioned cheating!

The real action starts on the race track. Pick a race, study each horse's form and its past performance, place your bet and ... they're off.

Startlingly realistic commentary will keep you on the edge of your seat until the race is over. And just to keep up the tension, there may occasionally be a stewards' inquiry or a photo finish. Plenty to keep you busy!

This disc has lots to offer even if you are not a betting fanatic. Anyone can play and you won't lose a penny. Philips UK has not yet agreed to distribute it in the UK, but we think it should.

Excellent entertainment.

Right: prepare your horse for the start of the race and then wait for the bugle to sound

OUT: TBA	RATINGS	PRICE: TBA
GRAPHICS	75%	
SOUND	70%	
INTERACTIVITY	85%	
OVERALL	80%	

PHILIPS INVENTS

The Matchline 100 Hz Wide Screen with Digital Scan Philips has invented the ultimate Wide Screen television, the Matchline 100 Hz Wide Screen with Digital Scan. It brings a whole new excitement to watching television. The Matchline is the only Wide Screen with both digital scanning and a pulsing rate of 100 Hz which means that the screen doesn't flicker and the image is absolutely stable. And thanks to Panoramic View, you can watch even the normal programmes in Wide Screen. In fact, with the new Philips Matchline 100 Hz Wide Screen with Digital Scan, it's just like being there. MATCHLINE

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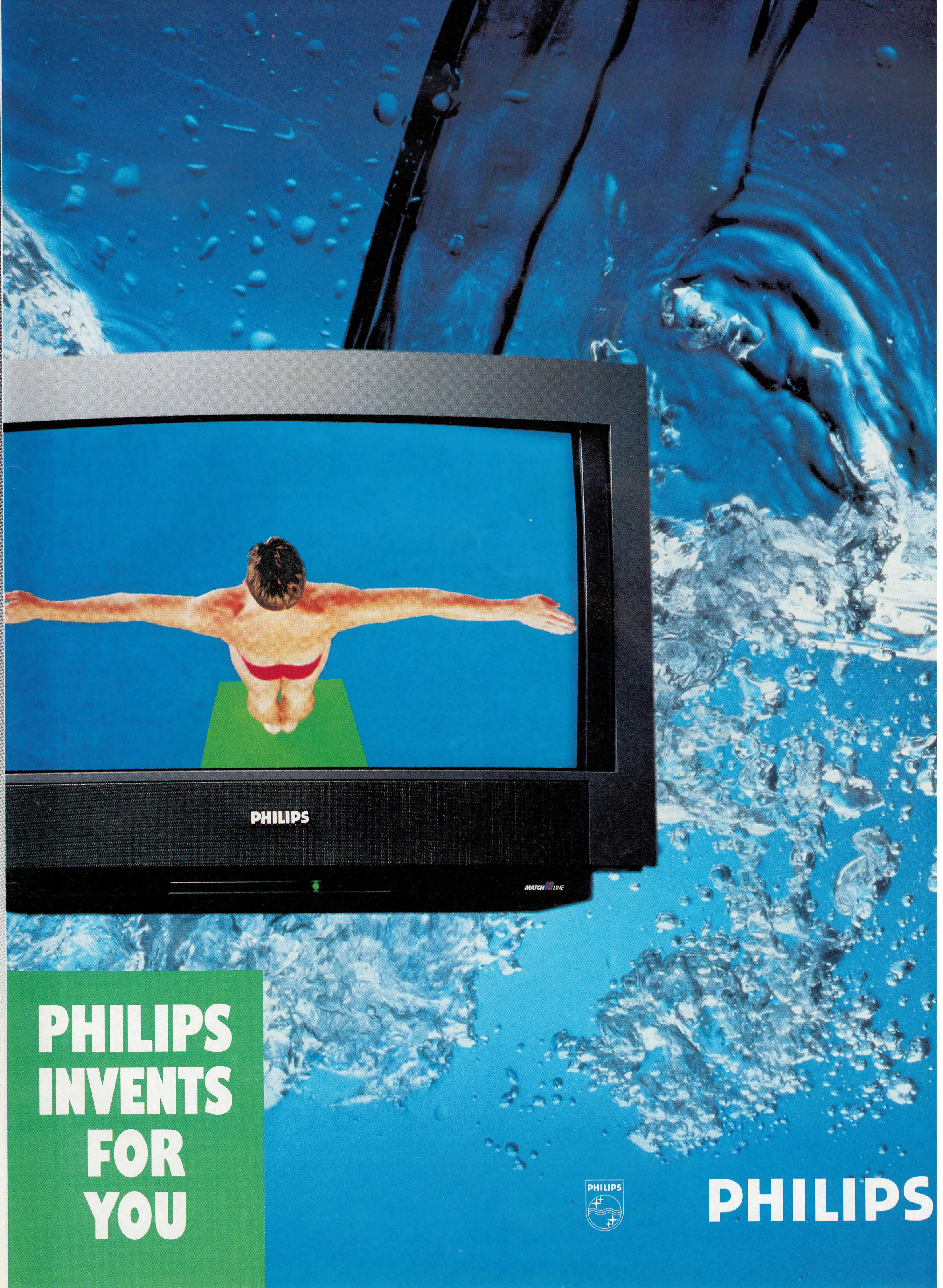
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TECHNICAL TALK

Anyone who has seen International Tennis Open, Voyeur or Compton's Interactive Encyclopedia will know that CDi has great potential. Chris Cain takes a closer look at the technology behind it and explains how CDi works

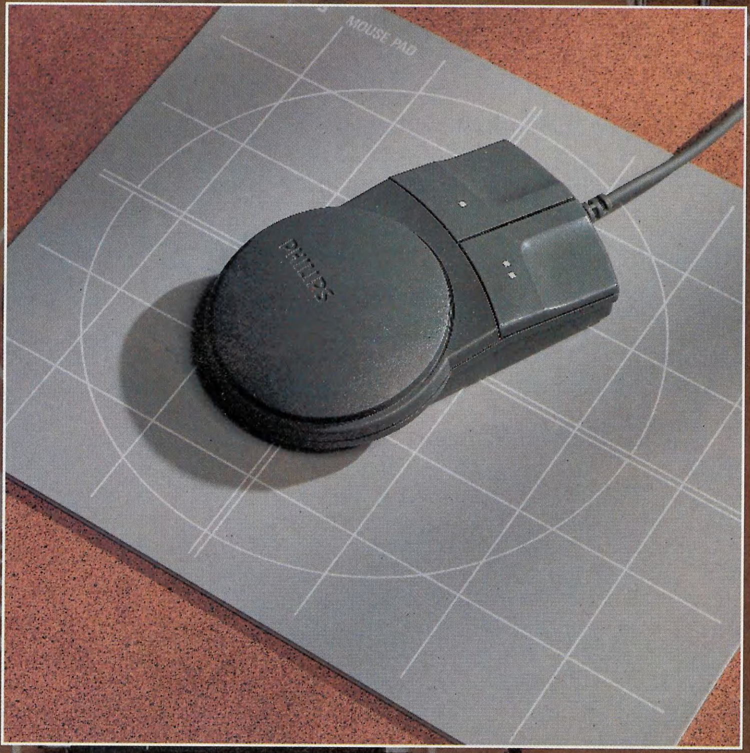
At the heart of the sleek CDi case is a Motorola microprocessor, similar to the one found in home computers like the Commodore Amiga and Apple Mac. This Central Processing Unit (CPU) controls all programs and can be thought of as the brains behind the unit. It's a 16-bit chip, which means it can compute with up to sixteen bits of information at once, and runs at a speed of 15MHz.

The CPU works in conjunction with a number of other co-processors, a megabyte of Random Access Memory (RAM), and a built-in program called the Compact Disc Real Time Operating System (CD-RTOS). Together they are responsible for controlling the rest of the player and handling software stored on the discs.

When you put a disc inside the player, CD-RTOS immediately investigates to find out what's on it. If it's an audio CD, up pops the music track selector, but if it's a Kodak Photo CD, Video CD or CDi disc the player looks for a "boot" program. A boot program tells CD-RTOS about the rest of the data contained on the disc, then proceeds to present its contents to the user.

A CDi disc can hold over 600 megabytes of information, and all data is stored in small two kilobyte "sectors". There is no rigid format for these to be arranged in, but software developers often place corresponding pieces of data next to each other. This makes loading new information faster as the player doesn't have to look all over the disc to find the next relevant sector.

CDi discs use this technique to build what we call Real Time Files - a string of sectors containing interleaved images and sound. The player can follow this stream of information without interruption and give a continuous, real time, presentation. This function means that during a disc sequence you can hop from one language to another. Of course, sometimes a title that provides the user with constant choices has to rely on purely random access.



Above: the Philips CDi player comes with a remote control device as standard, but there are several optional controllers including a mouse (pictured), the new Touchpad, a roller ball and the kids' controller

Sounds and pictures

When graphic data is loaded it is delivered to the display co-processor, and, just as with top computers, there are several different types of graphic "modes" available. CDi hardware supports three modes and programs can use the one most suited to them.

The first of these is known as Colour Look Up Table (CLUT) mode, which works in a similar fashion to VGA (the standard graphics adaptor) on an IBM PC. It allows up to 256 different colours to be used on the screen simultaneously, and software can choose these from a palette or look up a table of 16.7 million shades. CLUT images are mainly used for cartoon animation, and when compressed with a special programming technique called Run Length Encoding (RLE) can be displayed very quickly.

The other two graphic modes are RGB and DYUV, which show up to 32,768 colours or the full palette respectively. These are only used when the absolute best quality is essential, such as on a Photo CD or Video CD. For this display mode pictures are captured using quality 24-bit video carts. That is why CDi games can be 'photo-realistic'.

Images that use these modes take up more space on the disc than CLUT pictures, and take longer to read from disc. Good programmers can produce outstanding effects with the graphics processors by mixing display modes.

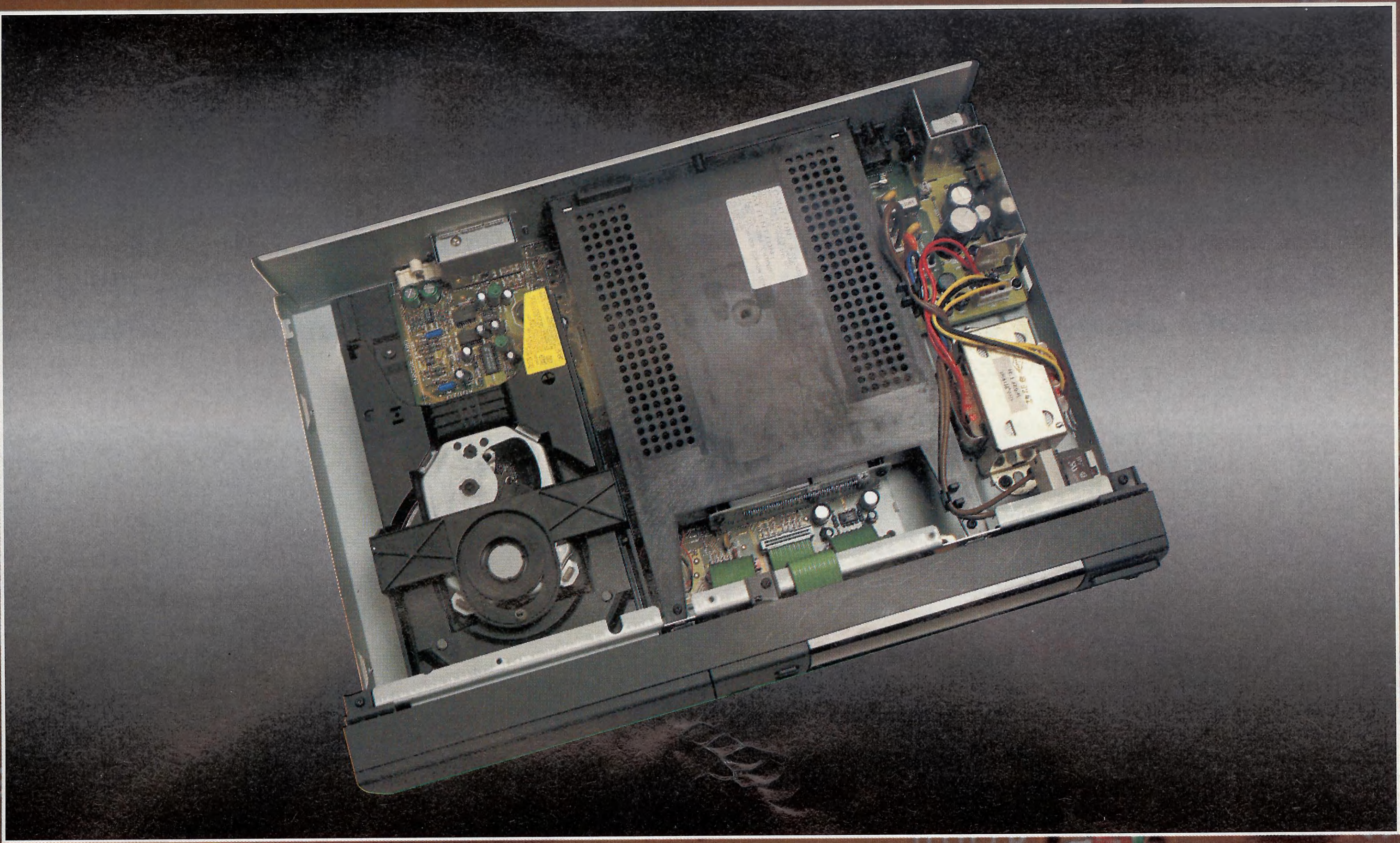
All CDi, computer and television displays are made up of a series of picture elements or 'pixels' arranged in a rectangular grid. CDi supports resolution grids of 384x280 pixels for standard images, and 768x560 pixels for TV quality displays.

Another important, yet simple, part of the CDi system is the sound, and Philips' players use a BitStream Audio Processing Unit (APU) like those used in the best CD audio players. When digital audio information is read from the disc it is passed directly to this chip, which then converts it to analogue sound and sends it through your speakers. To keep continuous audio going the APU is equipped with two memory "buffers", and while new sound is loaded into one the APU plays the contents of the other.

The capacity of a CDi disc allows for up to 74 minutes of CD quality sound, but once you add program code and pictures this is reduced accordingly. However, it is possible to regain audio time using a slightly lower quality level. Dropping to the equivalent of a first class stereo FM radio signal can give up to four hours, and going to the lowest level supported could provide a whopping 19 hours of mono speech! This tends to be used only for CDi background music systems installed in hotels, restaurants etc.

Around the corner

All CDi players come with a remote control, which works in exactly the same way as any other. A special games controller is also now available to make entertainment titles that much more fun and easier to play.



Top: the inside of a CDi 220 player as seen from above. At the heart of the player is a Motorola microprocessor, similar to the one in computers such as the Apple Mac. Right: the new 210 from Philips has a similar specification to the 220 player it replaces

The controllers connect directly to the player via the RS232 peripheral connectors at the front and back. Two ports means two controllers can be used simultaneously, and dual player games are being developed at this very moment. The user moves their cursor or character with an eight direction thumbpad, on the left, and four buttons on the right act like those on the standard remote.

Also ready to roll, and hopefully available by the time you read this, is the Digital Video cartridge. This simply plugs into the expansion slot at the back of the CDi player and, using a highly advanced method of data compression developed by a body known as the Motion Pictures Experts Group (MPEG), gives it the ability to play up to 74 minutes of better than VHS quality video with stereo sound.

MPEG encoding makes this possible by only storing the changes between each frame of video on the disc, and by discarding image data that isn't important. The results are astounding, and with the recent Paramount deal (see News, page 6) we should be seeing some great films on CD. Ordinary programs will also be able to incorporate Digital Video sequences - this function isn't just reserved for movies. Indeed, many record labels look likely to release top artists' videos on CDi as well.

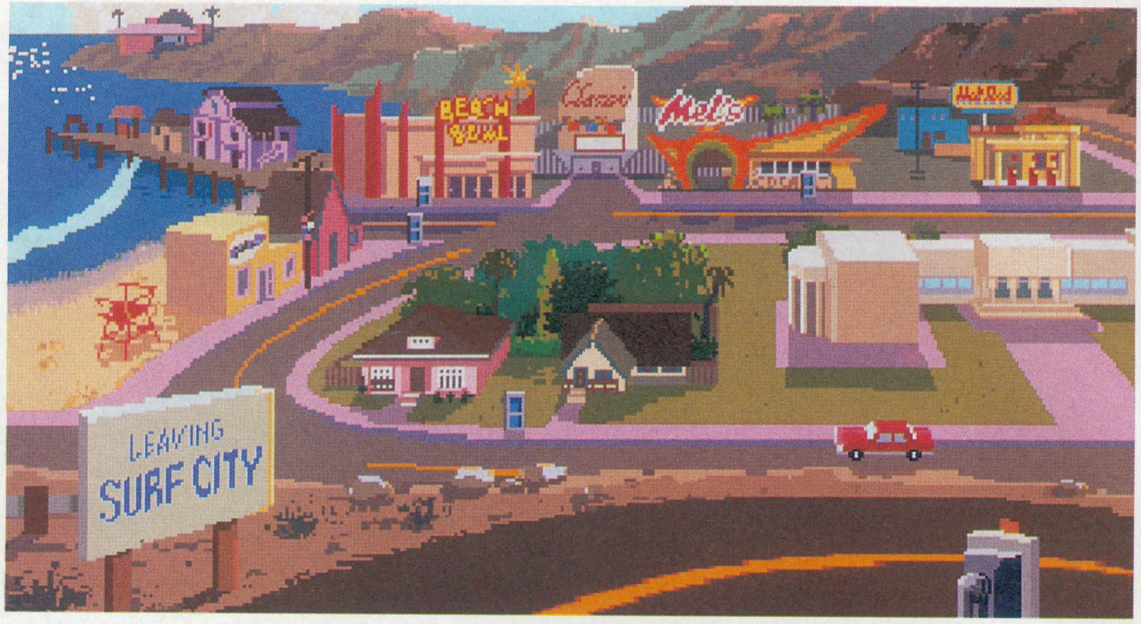
In addition to video, the cartridge provides another one and a half megabytes of extra memory, which will speed up programs by giving the player separate chunks of program and video RAM. This will mean faster and more sprites on screen than ever before.

The CPU and graphics chips currently share the main memory, and must take it in turns to access information. With the cart they can both access their data simultaneously.

CHICAGO,

CDi Magazine editor Andy Clough visited the Consumer Electronics Show in Chicago to find out more about CDi developments on the other side of the pond

Most of the talk at CES was about the recent Philips deal with Paramount Pictures. But there were some other exciting developments on show too.

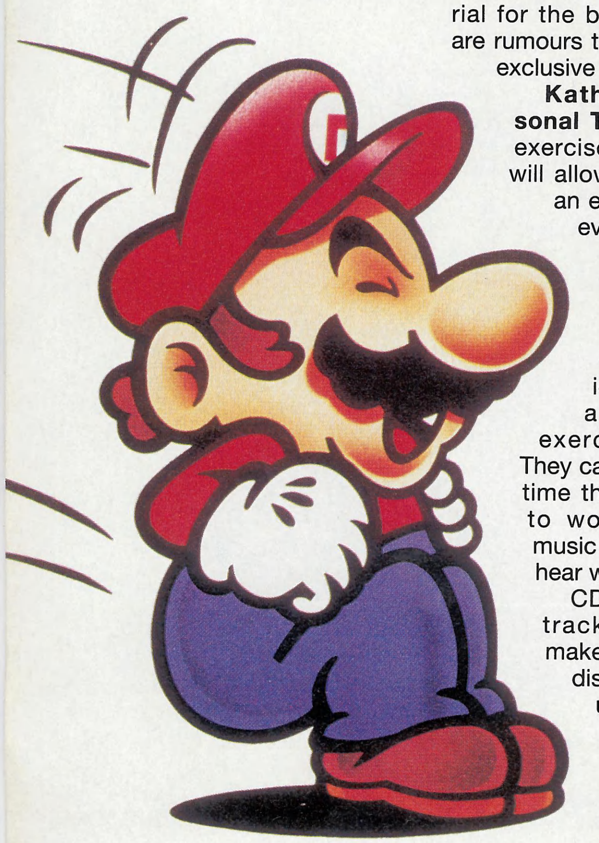


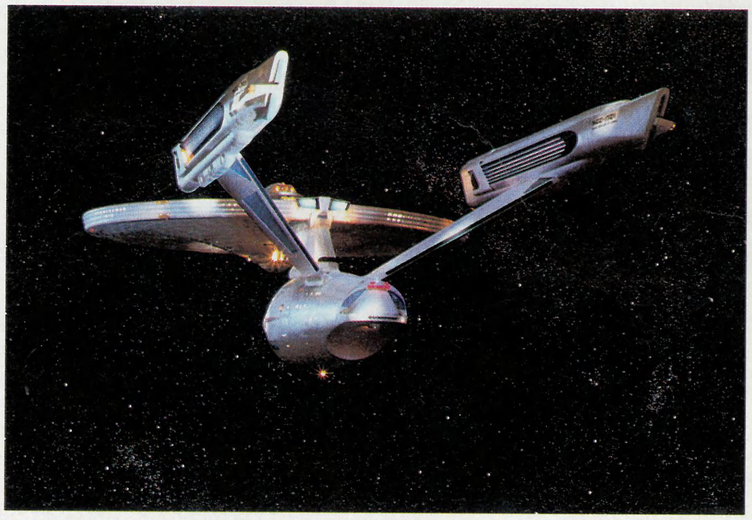
Sidewalk Studio in California - part of Philips Interactive Media of America - is working on a title called **Surf City**. Set in a typical Californian beach town in the 1960s, the title features 20 original songs by the Beach Boys. It allows the user to explore different parts of a surfing town. You can play pinball, volleyball, ride the surf or visit a drive-in movie.

A DV version of **Super Mario's Wacky World** was also on show at CES, although it was only an early demo disc. The clip shown depicted the Mario characters riding across America on motorbikes with some excellent looking DV material for the background. There are rumours that this title will be exclusive to the CDi format.

Kathy Smith's Personal Trainer is the first exercise video on CDi. It will allow users to choose an exercise routine relevant to their needs. For example, the disc will begin with a fitness assessment. Users can then identify their goals and the type of exercise they prefer. They can also indicate the time they have available to work out, and the music they would like to hear while doing so.

CDi's ability to skip tracks instantly will make this CDi workout disc much simpler to use than conventional video and the computer will even tell you how many calories you have burned up during your routine!





Top: Surf City from Sidewalk Studio in California features 20 original Beach Boys' hits. Above: A Star Trek game on CDi is rumoured to be on the way. Trekkies prepare! Left: Super Mario comes to CDi

Philips is not giving up on the development of non-DV titles. Philips Interactive Media of America (PIMA) is working with LucasArts Entertainment on a CDi version of **Rebel Assault**, an arcade/action game set in the Star Wars universe.

It features 15 levels of starfighter combat and high-speed manoeuvres. There are also advanced gaming features such as 3D rendered graphics, live action video clips adapted from the original Star Wars film and extensive digitised speech and sound effects.

Players take the controls of a T16 Skyhopper, and both X-Wing and A-Wing starfighters, in challenges involving piloting, targeting and combat missions. Rebel Assault ends with a death-defying attack on the infamous

AMAZING FACTS!

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The Philips CD-i 210 player costs just £399.99

CD-i games come to life with true TV quality graphics

The price of a Philips CD-i player is £399.99

CD-i can now play feature length movies*

£399.99 is all you need to pay for a Philips CD-i player

Compton's Interactive Encyclopedia CD-i contains 17 minutes of video

For £399.99 you can buy a Philips CD-i player

More than 1 billion music CDs are pressed every year (and they all play on CD-i)

You can now buy a Philips CD-i player for £399.99

A single Photo CD can hold and play up to 100 photos

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■ MOVIES

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Suggested retail prices:

Philips CD-i 210	*£399.99*
Philips CDi 220	*£499.99*

(With free Compon's Encyclopedia disc, worth £199.99 or Free games pack worth over £130)

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CD-i

PHILIPS

THE JOY OF SEX

The famous sex guide by Dr Alex Comfort has gone interactive. It is now available on CDi, with 30 minutes of Digital Video. Andy Clough brings you an exclusive preview in CDi Magazine

the joy of sex game

Sex is one of the great British taboos. The French are supposed to enjoy it, the Italians are supposed to be great at it, but we British - well, we're just a bit too reserved.

But for those of a less blushing disposition, Philips is about to release The Joy of Sex on CDi. The disc will be packaged with a pocket size version of Dr Alex Comfort's bestselling book. They may help you to improve your sex life and the computer will even assess your sex drive!

Make no mistake, this is definitely a title for adults. It is aimed at people who "want to enjoy their sex to the full" and who enjoy a wide sexual repertoire. Inevitably, a title of this nature will arouse a few banner headlines in the media. But the disc is anything but salacious. It has been produced in a clear and informative way without avoiding any of the more difficult issues.

Issues such as Aids and HIV are dealt with factually and without scaremongering. No crashing tombstones here -there is just clear advice on how to practice safe sex.

The main menu gives you the choice of an introduction, guides to how four different people feel about sex, insights - into areas such as fun and fantasy, making it last and what is normal - a questionnaire and The Joy of Sex game.

You can pick the guide who you think most closely relates to you and see what they have to say. Does one of them by any chance remind you of a famous politician's wife?

Digital Video is used to full effect. It's a relief at last to have full screen video on CDi. But one of the strange effects of this is that you forget the pictures are coming off a compact disc. You feel as if you are just watching a normal video or TV programme.

Moving the cursor sideways across the screen will reveal the two subsidiary menus. This is where you get to the heart of the disc. Actors and actresses act out different scenes. These include dressing up, bondage, making love in front of a mirror and doing a strip tease.

There are tips on problems such as premature ejaculation and how to cope with sex as you get older.

In the questionnaire, you are asked to look at a selection of pictures and then rate each one from one to six. The computer will then analyse your Joy of Sex rating and put together a personalised video tour for your enjoyment.

The Joy of Sex game is designed for both partners to play. It is intended to reveal how little or how much you know about your partner. Does she, for example, like having her toes sucked?

One partner looks at the image on the screen, while the other looks away. The second partner must then guess which of the given responses to that image the first partner chose.

It's all good, clean fun. No doubt the Mary Whitehouse brigade will jump to conclusions, but don't let that put you off. Any normal adult should find this disc entertaining and highly informative.

Above left: simple, clear advice on sexual problems is given by an actress. Top: making love should be fulfilling for both partners. Above: learn how much, or how little, you know about yourself and your lover in the Joy of Sex Game

OUT: November	RATINGS	PRICE: £29.99
GRAPHICS	90%	
SOUND	80%	
INTERACTIVITY	80%	
OVERALL	85%	

BUY A CDi PLAYER FROM NORWEB AND DON'T PAY A PENNY 'TIL JUNE

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BLACKBURN, Peel Centre, Whitebirk Industrial Estate. Tel: 0254 697783.

AINTREE, Racecourse Retail Park, Ormskirk Road. Tel: 051 524 0070.

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WIN!

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We had such a tremendous response to our first competition that we have decided to run another one. This time we are giving away a Digital Video cartridge for you to plug into the back of your CDi player, plus one film and one music disc to play with it.

All you have to do, as before, is answer the three simple questions below and then complete the tie-break. If there are several entries with the correct answers, the judges will pick whichever is, in their opinion, the best answer.

The judges' decision is final. All entries should be sent on the coupon below to: The Editor, CDi Magazine, 60 Waldegrave Road, Teddington, Middlesex TW11 8LG. The winner will be notified by post. Closing date is 1 November, 1993. Employees of Haymarket Publishing and Philips may not enter. Details of the winner will appear in the next issue of CDi Magazine, due out on 2 December.

LAST MONTH'S WINNERS

The correct answers to our first competition were as follows:

1. 650 Megabytes
2. Coldcut
3. Sensible Soccer and Star Wars X-Wing

The *winner* is Mr S Corina of Bradford, West Yorkshire, who receives a free CDi player and complimentary disc.

The three *runners-up,* who each get a CDi sweat band, are: Mr P Wilkinson, Blackburn, Mr D Hollingsworth, Scunthorpe, and Mr W Worsley, Warrington.

QUESTIONS

1 **How many minutes of video can be played on a CDi disc using the Digital Video cartridge?** ____________

2 **What is the name of the princess in Mystery of Kether who has been kidnapped by the evil Khork?** ____________

3 **Which is the favourite film of David Riordan, who designed the new CDi game Voyeur?** ____________

TIE BREAK

Digital Video will transform CDi because ____________

Name ____________

Address ____________

____________ **Post Code** ____________

BERENSTAIN BEARS ON THEIR OWN

Berenstain Bears introduces the user to a loveable family of bears. The two younger bears want to go to the fair, but their parents are reluctant to let them. A compromise is reached. If the two young bears complete a series of tasks during the day - such as tidying the house, going to school and so on - then they will be allowed to go to the fair.

You can click on the window to see a cartoon of the bears on their own and watch how they get on.

Alternatively, to explore Bear Country on your own, press on the map. The first time you play you will have to fill in your passport to enter. This is easily done using the cursor on the keyboard.

Once you have entered Bear Country, you can move around the map to see different places such as Lizzy's house, the market or the sidewalk.

In each section of Bear Country there are different games for you to play. A child playing this title can learn to count, match upper and lower case letters and tell the time.

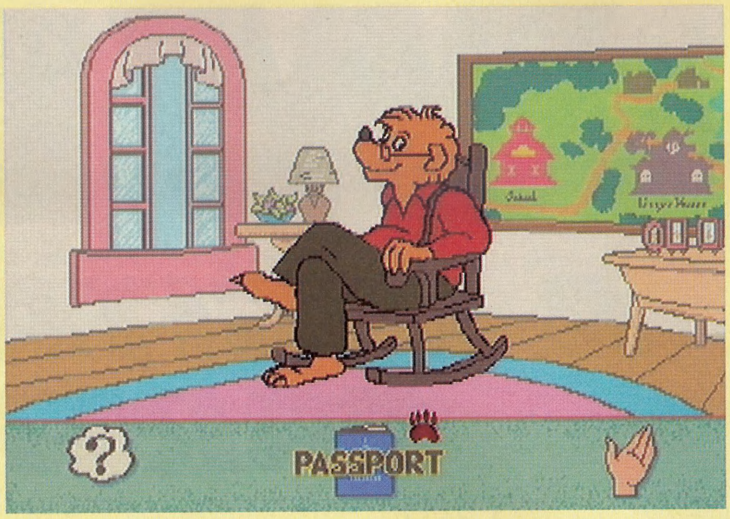
If you win a game, you get a star. This can be added to your achievement chart. In the market, say, you have to match items on shopping list to their name. When you have enough stars, you can go to the fair.

If a bear paw flashes on the screen, something is going on so you just press the action button again to find out more.

One clever aspect of the disc is that you can jump back and forth between your own adventure in Bear Country, and the linear cartoon, to see what the bears are up to.

This is another excellent title from Sidewalk Studio in Los Angeles, produced by Rebecca Newman with creative director Gary Drucker. They really can teach developers on this side of the Atlantic a thing or two.

Right: watch the bears on their own or enter Bear Country yourself using your bear passport



OUT: Now	RATINGS	PRICE: £24.99
GRAPHICS	80%	
SOUND	80%	
INTERACTIVITY	75%	
OVERALL	80%	

THE FUN

HANNA-BARBERA'S CARTOON CARNIVAL

Here it is. The first CDi kids' title with Digital Video. If you are a cartoon fan, you are in for a real treat.

Cartoon Carnival brings a host of popular cartoon characters to CDi for the first time, featuring in six games, each with ten levels of difficulty.

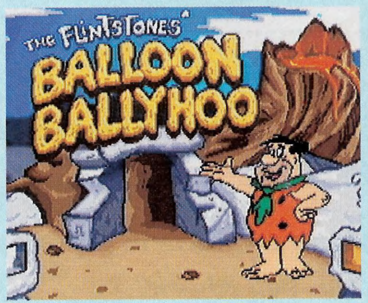
There is Huckleberry Hound's Gift Emporium, a colour matching game; Flintstone's Balloon Ballyhoo, a balloon catching game; Scooby Doo's Adventure Isle, a haunted maze game; Yogi Bear's Pic-A-Nic Place, a sound matching game; Jetson's Space Race, where players catch satellites and avoid the asteroids; and Top Cat's Top Facts, a trivia game.

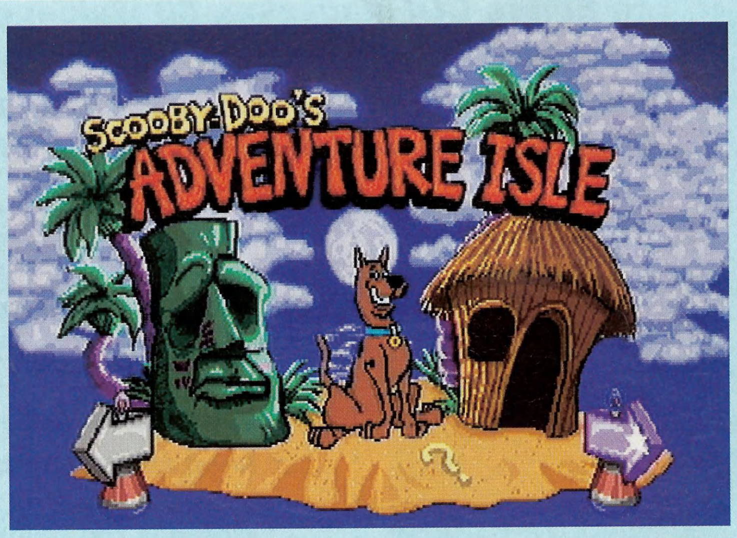
When a game is won, the player is rewarded with a letter to spell out the words Cartoon Carnival. If you win all the letters, you are rewarded with a one minute Hanna-Barbera cartoon clip in Digital Video. The disc contains 30 cartoons.

The games are simple to play and there are some nice animation sequences when you click the cursor on any of the main characters. But the real joy is being rewarded with one of those glorious Hanna-Barbera cartoons when you win the game.

If you were brought up on a Saturday morning diet of Top Cat and Scooby Doo, this disc will be a delight even for the adults. Kids be warned - you may have trouble getting Mum and Dad off the machine!

Play Scooby-Doo's Adventure Isle game (right) or Fred Flintstones' Balloon Ballyhoo (below)





OUT: TBA	RATINGS	PRICE: TBA
GRAPHICS	95%	
SOUND	90%	
INTERACTIVITY	90%	
OVERALL	90%	

LITTLE MONSTER AT SCHOOL

This reviewer has long held the view that some of the best material on CDi is the kids' titles, and this disc is no exception.

Broderbund Software has produced a CDi version of the Little Monster at School book written by best selling children's author Mercer Mayer.

The scenario is simple. The character of Little Monster narrates a typical day in his life - getting up in the morning, having breakfast, going to school and so on.

There are two options: let me play or read to me.

The let me play option allows you to select which page of the story you want to jump to and then takes you straight to that page. By clicking on the different characters on the screen you can make them do different things.

If you prefer to hear the story read aloud, select the read to me option. When anyone speaks, the words appear at the bottom of the screen and are highlighted as they are spoken. The user can speak along with the disc. Click on certain items in the room and they will respond.

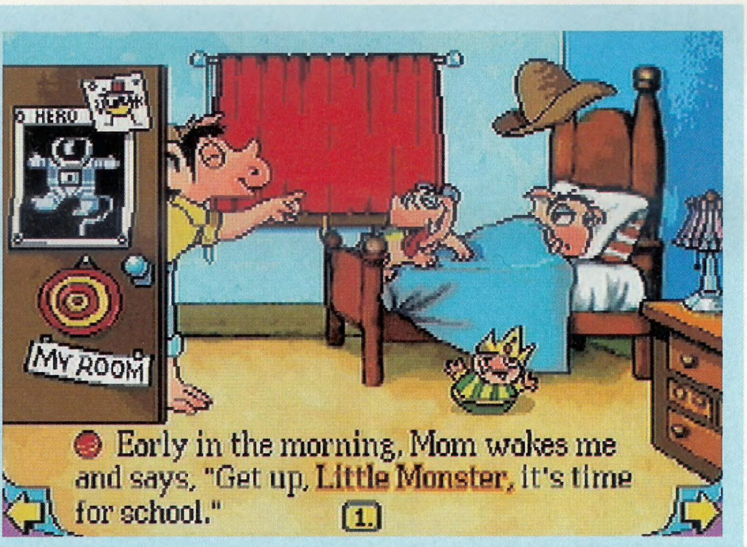
One of my favourite scenes is at breakfast, when Little Monster is asked what he would like for breakfast. If you click on the eggs at the top of the screen - well, I won't spoil it for you! But it's great fun.

As this is an American disc, the language used is obviously based on American spelling and pronunciation. This may put you off, but it didn't really bother me. Maybe we're too used to watching American TV programmes and films!

The level of interaction isn't great, but then it is worth remembering that this title is designed for young children. It is very easy to play.

The sound effects are great, too. Young kids will love it.

Right: the words to the story are highlighted at the bottom of the screen so you can read along



Early in the morning, Mom wakes me and says, "Get up, Little Monster, it's time for school."

1.

OUT: November	RATINGS	PRICE: £24.99
GRAPHICS	75%	
SOUND	80%	
INTERACTIVITY	70%	
OVERALL	75%	

FACTORY

WACKY WORLD OF MINIATURE GOLF

Another excellent product from Philips' Sidewalk Studio in California. This is a simple golf game designed for kids. There are 18 holes to play, but first you must key in your name and choose one of 12 characters to represent you on the screen.

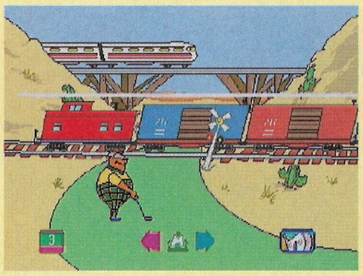
In the clubhouse you can select a demo tour, go to the golf course or choose the practice hole.

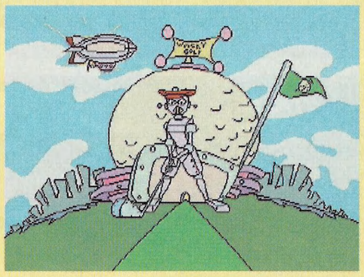
If you select the main golf course, there are a variety of obstacles that get in your way. Take your pick from, among others, The Hole on the Wrong Side of the Track, Shark Soup or The American Dream Hole.

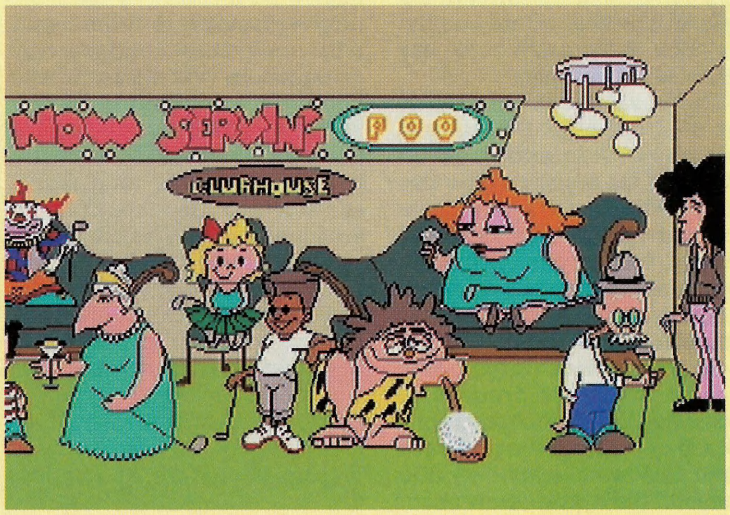
The controls are simple. Select to hit the ball to the left, right or straight down the middle. If you're lucky, it won't be demolished by a hungry shark or dosy dinosaur!

The gameplay seemed a bit random on the version I saw, with luck rather than skill determining whether or not the ball went in, which could be a bit frustrating. But the graphics and soundtrack are great and there is a sense of humour in the commentary that is something of a Sidewalk Studio hallmark. Highly recommended.

Right: select a player. Below: aim the ball between the trains or watch your opponent







OUT: TBA	RATINGS	PRICE: TBA
GRAPHICS	85%	
SOUND	85%	
INTERACTIVITY	75%	
OVERALL	85%	

A CHILD IS BORN

Dr Sarah Brewer, resident doctor at the Daily Mirror, takes an interactive tour of childbirth on CDi

To someone who only acquired their first TV last year, the concept of CDi is awesome.

Add to that the potentially gory details of childbirth and you will understand why a doctor with a vague squeamishness about blood approached the latest technological wizardry with apprehension.

I needn't have worried. The controls were simplicity itself and almost as exhilarating as driving a TVR Griffith. What unfolded before my eyes was startling.

A Child is Born is based on the live art photographs of Lennart Nilsson, a pioneer in the field of medical photography. His book of the same name has sold millions of copies.

Graham Brown Martin, director of Electronic Sound and Pictures in Cambridge which produced the disc, first saw this book at the tender age of three. The germ of an idea took root and has finally come to fruition: an interactive programme that is accessible to all ages on several different levels.

A Child is Born provides a look at the entire process of reproduction. The photographs of a developing foetus were selected from over 100,000 images. They provide an accurate and educational hitchhikers guide to the creation of life itself.

This process is recorded on-screen using real life photographs obtained from fibre-optic, keyhole techniques.

You can try the hands-off approach and let the narrators lead you from beginning to end; or go for the interaction. By aiming the pointer at different logos, you can extract short cameo sketches for further information.

These abstracts range from the dangers of alcohol, smoking and drugs to morning sickness, breast feeding and what happens during a vaginal examination. They contain a wealth of information. Did you know for instance that:

- **on kissing, your body temperature goes up?**
- **500 million sperm may be released during ejaculation?**
- **a sperm swims at the rate of eight inches per hour?**
- **a sperm lashes its tail 2000 times to swim one inch?**

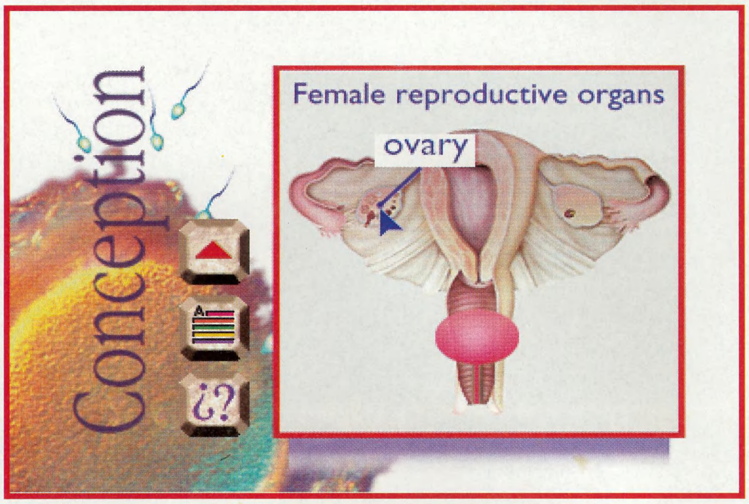
Neither did I, and I thought I was an expert on sex! A pictorial representation of the development of a baby is included. This is week by week in the early, exciting stages. Later on, you see the development month by month.

Live footage of labour and birth are included and my only criticism is that this footage could be expanded to fill the whole screen (possible with the launch of the Digital Video cartridge, but this was not available at the time of development). I'm sure many people watching the program would find this section fascinating and want more.

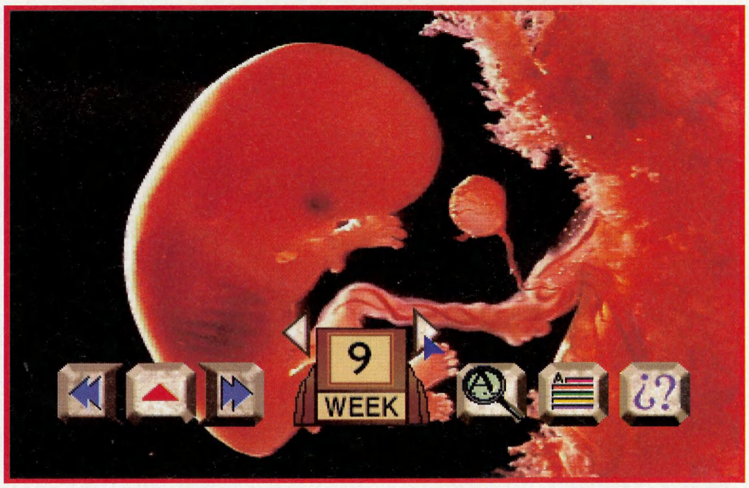
The medical content throughout is authenticated by two of the world's most eminent obstetricians: Professor Robert Edwards (who with his late partner, Patrick Steptoe, was responsible for the world's first test tube baby) and Professor Lars Hamberger from the University of Gothenburg, Europe's leading centre on human reproduction, Sweden.

Sensitive issues such as miscarriage, abortion and sex are addressed in a straightforward and factual manner. The disc avoids taking a moral stance.

The program is down-to-earth and it is impossible to get embarrassed; even during the scene which graphically portrays the .... no, I can't tell you, I'm too shy. Take a look for yourself.



Above: screen menus give detailed guides to various parts of the human body. Below: the foetus is shown at nine weeks old inside the womb



OUT: September **RATINGS** **PRICE: £29.99**

GRAPHICS	95%
SOUND	85%
INTERACTIVITY	85%
OVERALL	95%

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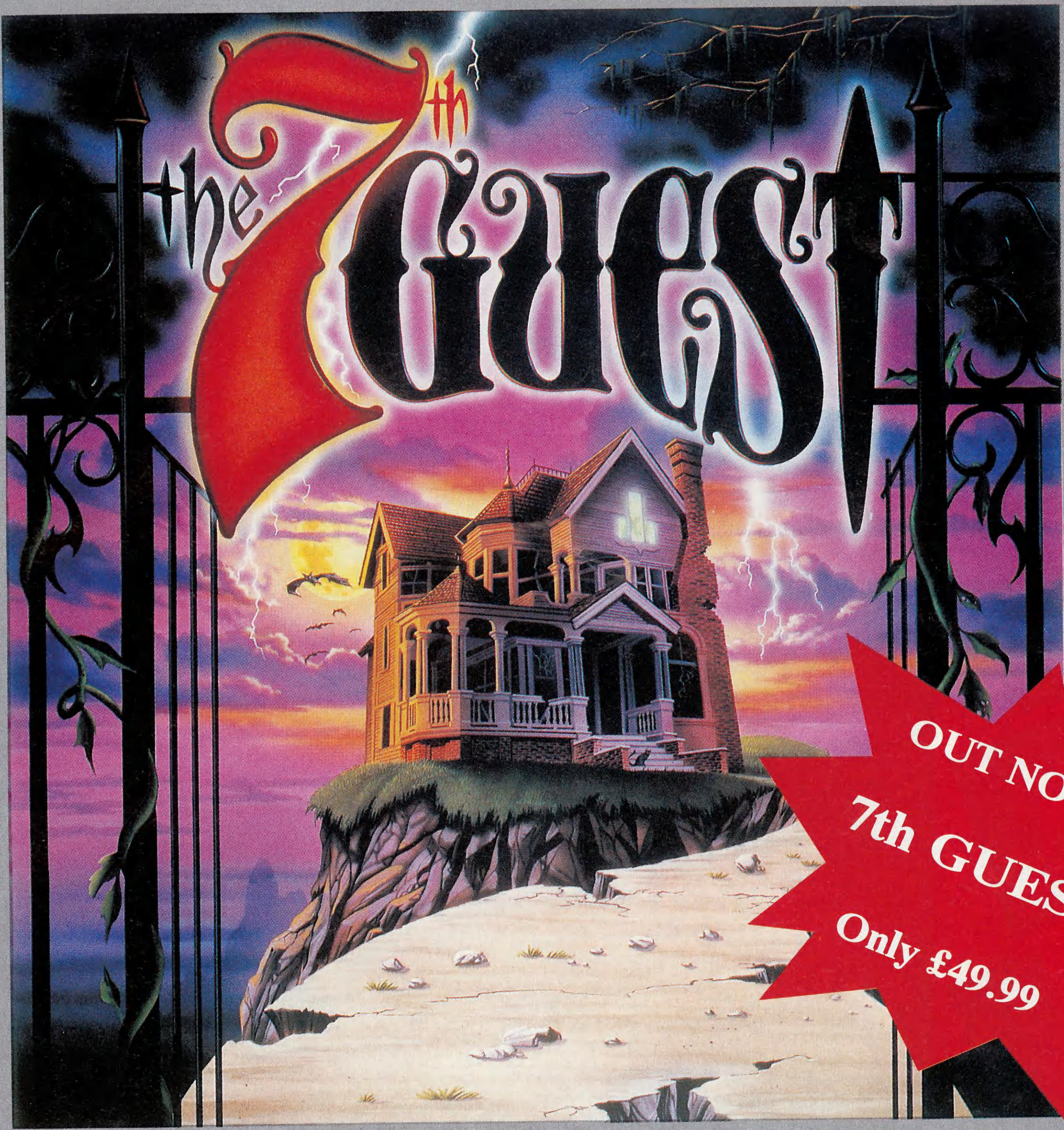

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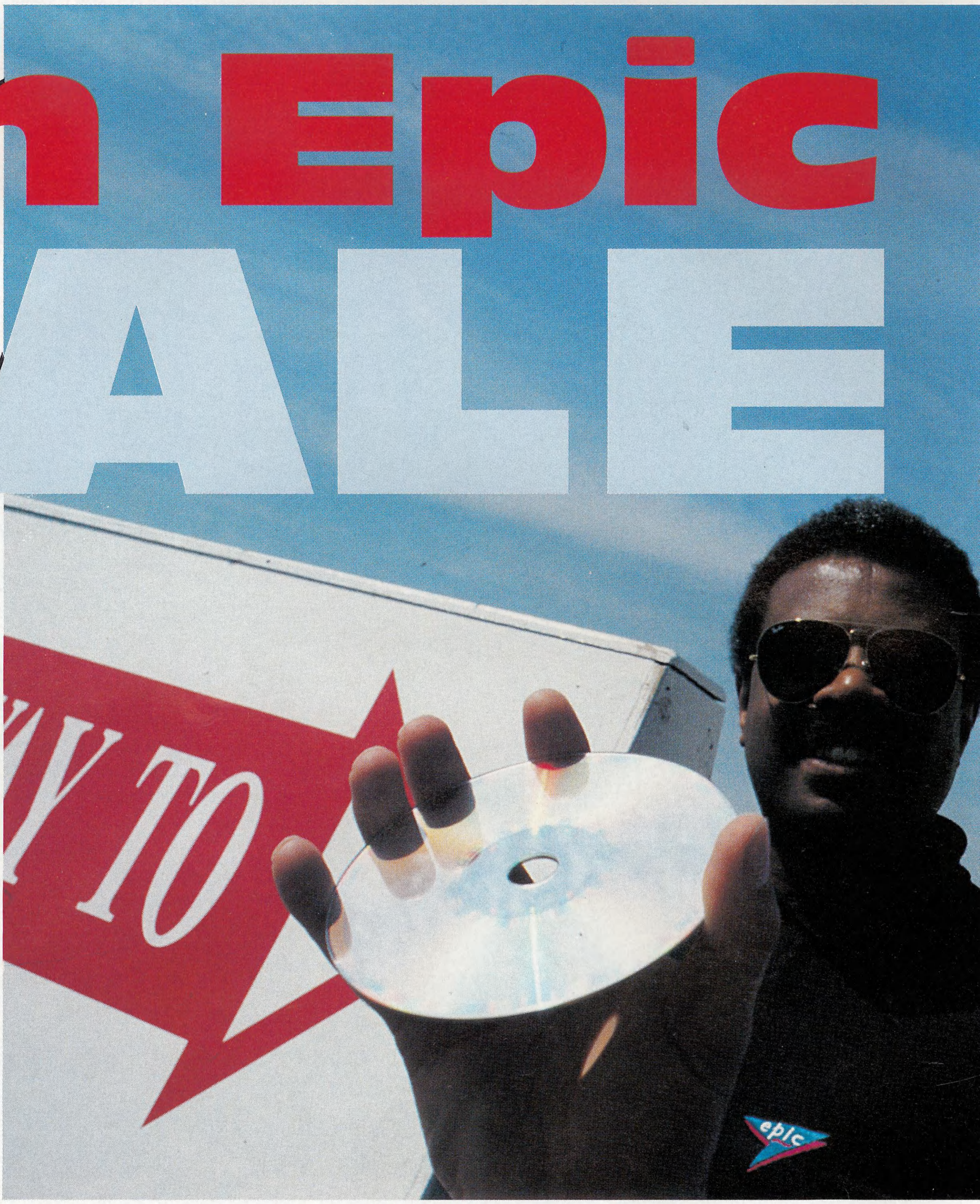
An Epic TALE



Right: Epic chief executive Jim Brathwaite (left) and Spice director Clive Shepherd (right)

Epic Interactive Media is at the forefront of developing CDi software. Andy Clough pays a visit to its Brighton HQ

Brighton, best known for its pier and other seaside attractions, may not seem the most obvious home for a burgeoning multimedia software company. But four years ago Epic was bought out by its management from former parent Ketson Plc, closed its London office and brought everyone together under one roof in Brighton. There were nine members of staff.

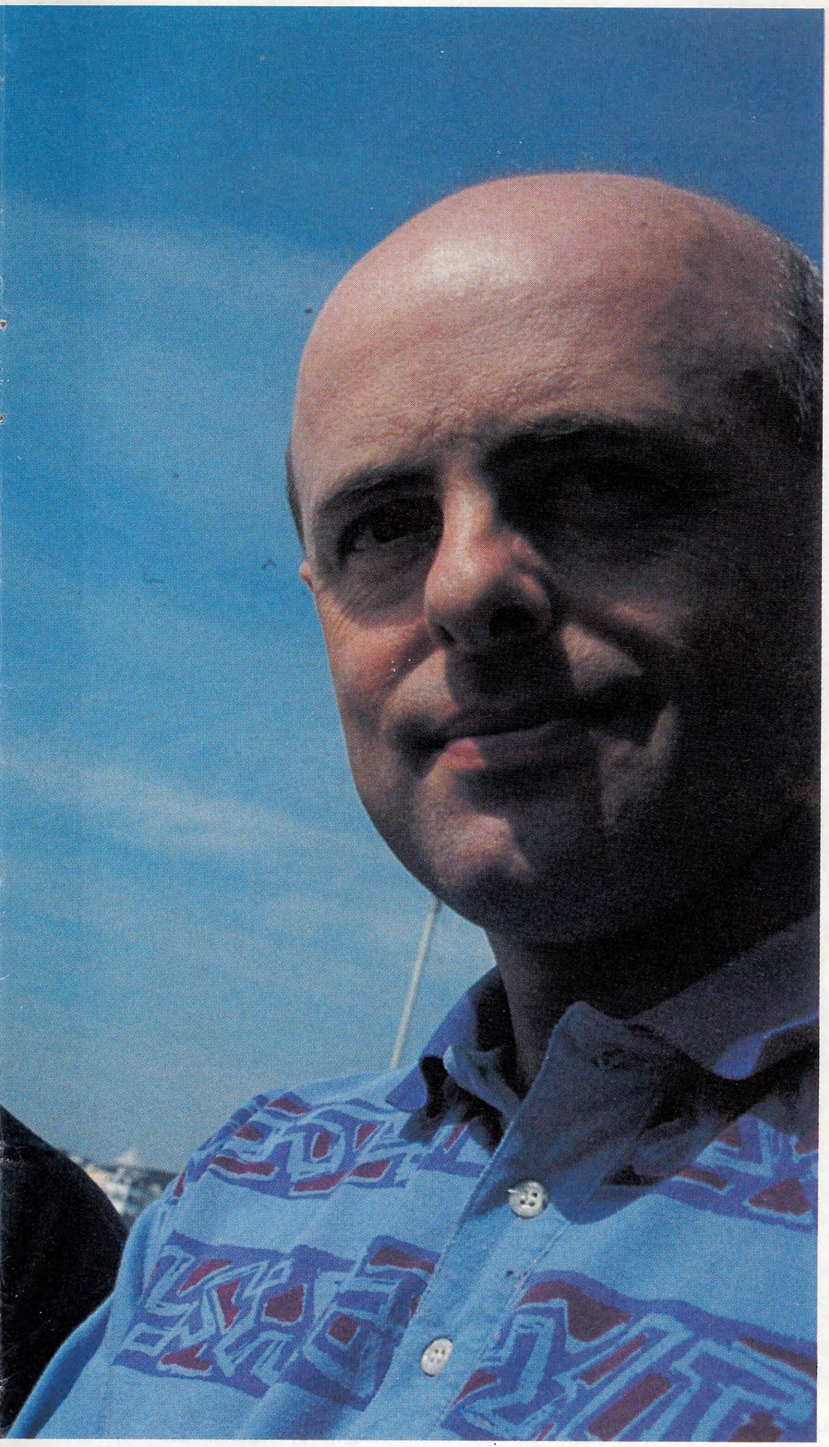
Today, Epic employs nearly 50 and has just expanded its offices into the building next door. Its first consumer titles, the New Joy of Sex, Shipwreck and Sound Trap, are about to be launched and the company is busy looking at future titles for production on CDi and other platforms.

So how did it all begin? Epic chief executive Jim Brathwaite explains. "We started in Brighton ten years ago making corporate film and video for the pharmaceutical industry. We got into interactive video and laserdisc. Then three years ago Philips approached us about making programs for CDi. We knew about CDi at that stage, but didn't think it would fly. It was taking an inordinate amount of time to solve all the technical problems. Basically, they were trying to get a computer and laserdisc into one box. But Philips said they had done it."

Epic's first idea for a CDi title was a pop quiz which it took to PolyGram (the record label controlled by Philips). But the deal was never signed, and Epic had already bought £100,000 worth of CDi equipment. So it had to find something to do with it.

As the company already specialised in professional training and corporate communications, Brathwaite and his colleagues saw a market for CDi in the corporate sector. To date, the company has produced around 30 corporate CDi discs, mainly for the pharmaceutical sector.

The move into the consumer CDi market has proved much harder. "It is very difficult to get consumer products off the ground," says Brathwaite. "It's

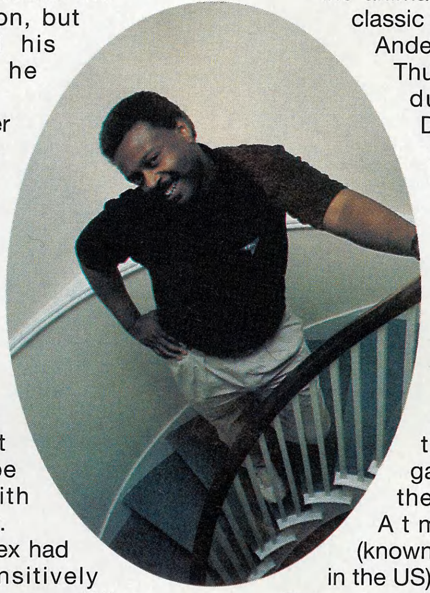


very like the film and TV business. And at the moment there is only one source of funding - Philips."

Eventually, Epic won its first consumer commissions and now around 40 per cent of its work is in the consumer sector.

The Joy of Sex, produced by Cloudscan, is Epic's first consumer title to feature Digital Video, although it has already produced three professional titles incorporating full motion video. Says Brathwaite: "Peter Bratt, the producer of The Joy of Sex, approached Reed Publishing for the multimedia rights to the book. Reed agreed because it wanted to get involved with multimedia, so Bratt then went to Philips to discuss the possibility of producing it on CDi. Bratt originally wanted to produce the title in London, but he changed his mind when he saw us."

Bratt, a former film and documentary maker for the BBC, retained editorial control of The Joy of Sex CDi with Reed. Obviously, it was a subject that had to be treated with some delicacy.



"The Joy of Sex had to be sensitively designed," says Clive Shepherd, who heads Epic's consumer division, Spice. "There is a fine line between information and something that is sensitive. We based much of it on the graphics from the book. Peter Bratt and Reed had the final say in how far we went with the sex scenes."

Epic's consumer projects have, to date, been joint ventures with Philips and partners such as Reed, record label Rhythm King (with which it has produced the first DV music CDi) and children's book publisher Two-Can. Its next move is to break into publishing CDi titles itself.

"The reason for setting up Spice is to create a vehicle for our own creative ideas," says Shepherd. "Also, we need another source of funds than Philips. There are other creative people out there who want to do CDi projects, but not necessarily with Philips."

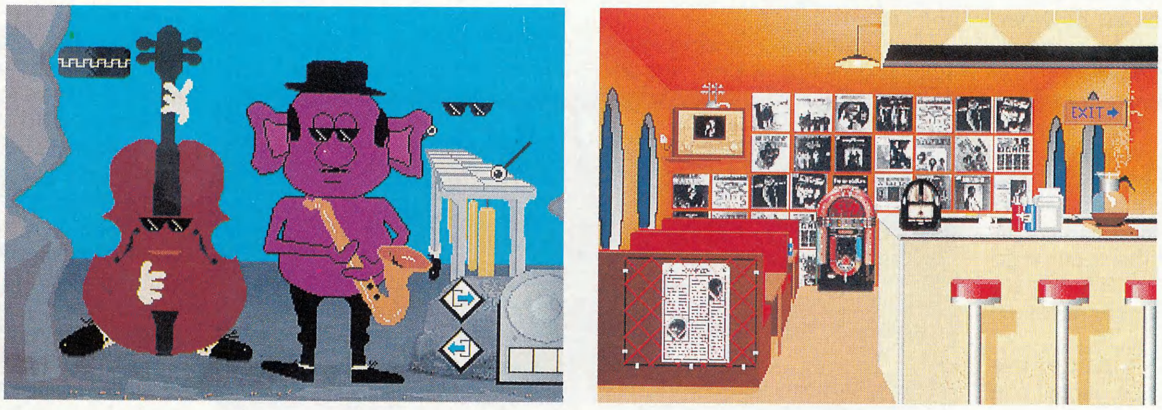
Spice will develop titles on a variety of platforms, including CDi if Philips agrees to take them. There are four projects currently in the pipeline. One of these is an interactive kids' title to coincide with the launch of the animated film of the classic Hans Christian Andersen fairy tale Thumbelina, produced by the Don Bluth animation company. Another is an electronic comic book based on the character of Felix the Cat. And there could be an interactive horror game based on the board game Atmosphere (known as Nightmare in the US).

But perhaps the most exciting area Epic is involved in is the music business. The company is negotiating with record label Motown to produce a game based on the music by classic Motown artists.

A Motown demo disc allows the user to explore Motown and choose songs from different years. There is some wonderful black and white film footage of artists such as Diana Ross, and the user can click on different items that relate to that period of history. The first Motown title should be out next year.

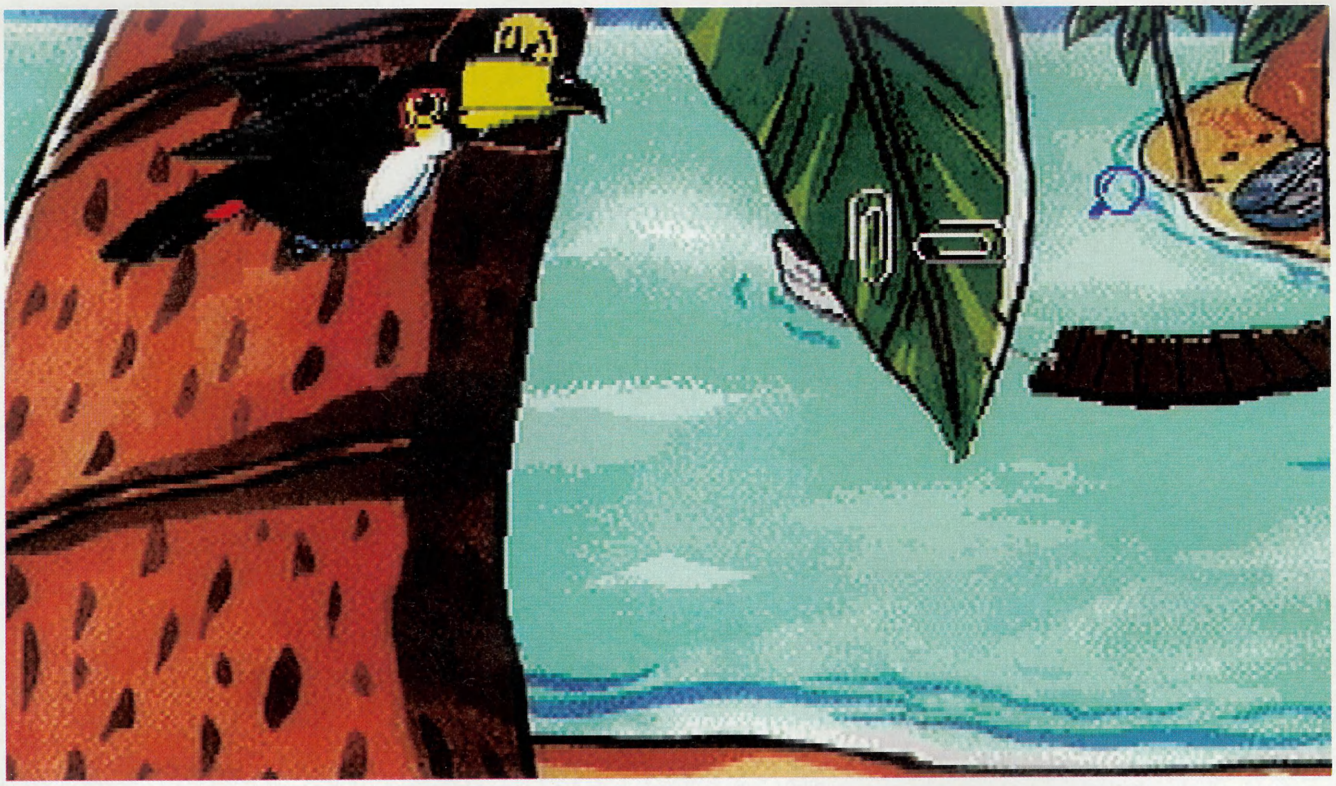
Clearly, Epic remains convinced that CDi is a viable format. "This is a hit driven business," says Brathwaite. "To date, I don't think the products released on CDi have been hit material - with the exception of International Tennis Open. Philips has kept its powder dry until this year."

Shepherd agrees: "Philips didn't target the games market - that was a huge mistake."

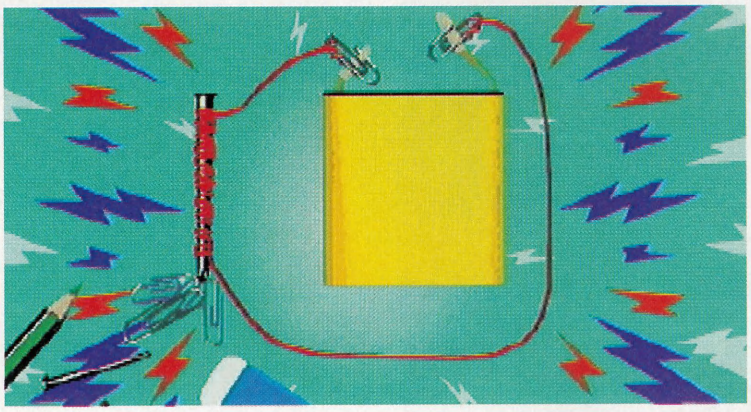


***Above, left:* Epic helped produce the Two-Can Make it Work book about sound on CDi. The title will be released in December. *Right:* The first Motown music title will come from the Epic stable next year. More will follow**

SHIPWRECK



Left: follow the friendly toucan around the island as you search out the items you need to repair the boat's electrical system.
Below, left: diagram's like this will help you learn how electric current is conducted



Shipwreck is all about electricity and how it works. The disc is divided into two parts: you can either learn about electricity in a straightforward way by listening to the disc and completing certain tasks, or you can play an exciting adventure game.

Clicking on the book icon in the main menu takes you into the straightforward learning section. Here you are presented with a number of topics such as static electricity, magnets, lights, switches, batteries and so on. Each topic is sub-divided into further categories.

Pick lights, for example, and you can then choose between learning about lights in series, lights in parallel or a torch.

Each sub-category is divided into three areas: make it work, how it works and you do it.

Say you select torch. You can then find out how a torch works, see a demonstration of how to make a torch and then have a go at doing it yourself. It's a great way to learn the principles of electric current.

But the really fun part of this disc is the adventure game. You are stranded on a desert island after an electrical storm with no other means of escape than a broken boat. You are befriended by a toucan who prompts you to explore the island to retrieve various items and construct electrical devices to mend the boat and sail away.

The gameplay is simple. A map shows you where you are on the island. You have to explore the various places - such as the cliffs, caves and lighthouse - to find the items you need. Pressing button 2 will turn the cursor into a magnifying glass to give you more information on things, or you can press again and turn it into a hand to pick up items you need to store in your bag.

The friendly toucan will act as your guide. Where you see the activity symbol, you can press on it and then have to make an electric device - provided you have the right parts.

All the time you are playing, the charge in the boat's battery is running down. So you have to get points to boost it. A cartoon character called "Ohm" will occasionally pop up and ask you tricky electrical questions. If you answer correctly, then you will get a point and the battery will be boosted.

To move around the island, click on the steps that appear in any part of it.

There are also study sections on the disc which can be accessed during or outside the adventure game. These give you an explanation of the principles, terms and practical application of electricity and magnetism.

As an educational tool, I found this disc highly entertaining. Some of the "rap" commentary by the Ohm character was a bit irritating, but that's probably my age showing!

Epic has proved that you can take a successful book concept and transfer it to CDi successfully. It's fun for all the family.

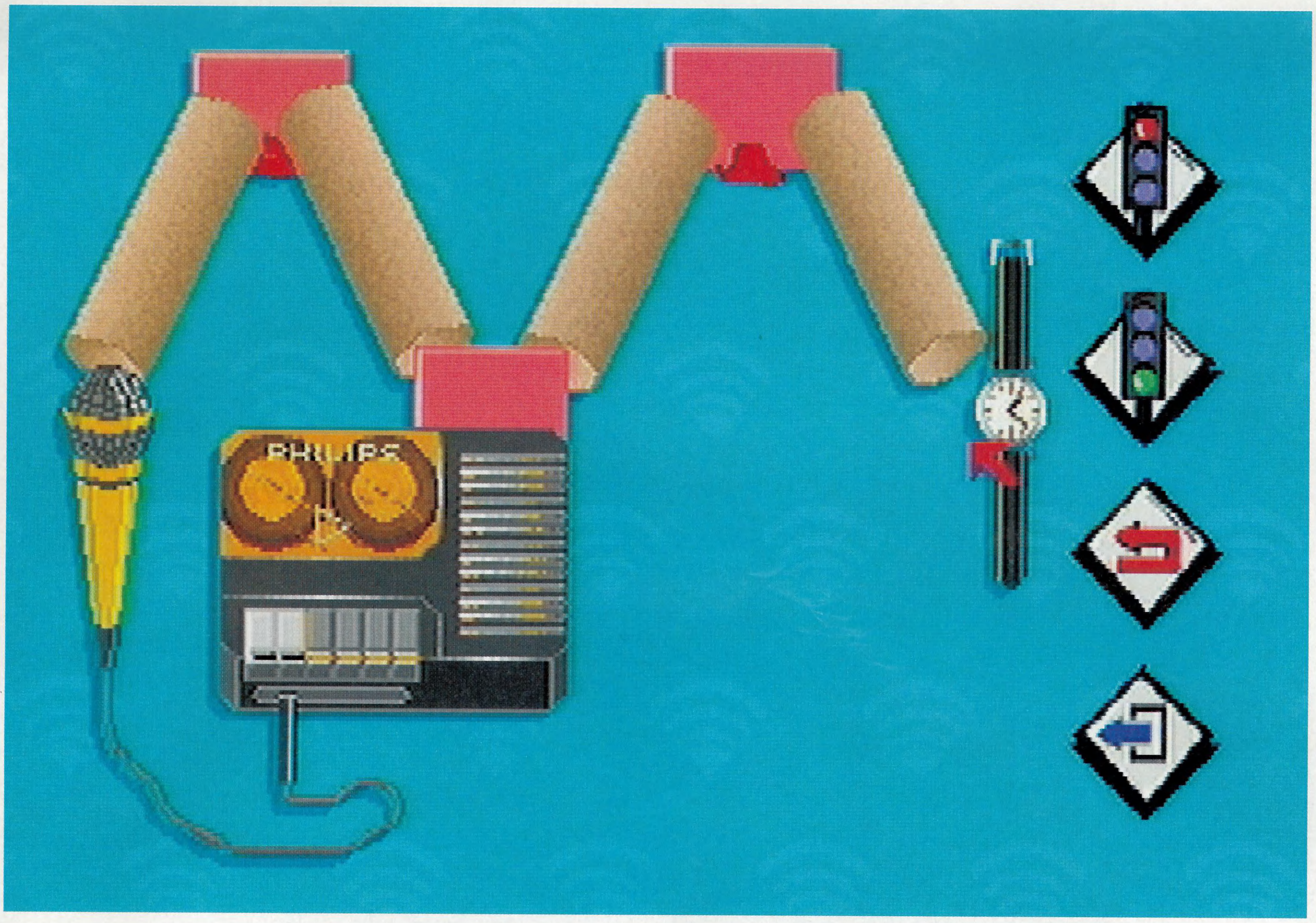
OUT: Now

RATINGS

PRICE: £24.99

GRAPHICS	70%
SOUND	65%
INTERACTIVITY	80%
OVERALL	75%

SOUNDTRAP



Left: build your own recording studio to work out how different sounds can be created. Below, left: think about the different sounds objects such as a guitar or sea shell can make

Soundtrap is the second of the Epic/Two-Can discs. The format is identical to that of Shipwreck, but this time the disc teaches you all about sound and how it works.

Again, you can choose to use the straight learning part of the disc, or play an adventure game. For example, you can learn how to make your own recorder using a cardboard or metal tube. There are similar study sections where you can gem up on all the principles of sound.

The adventure part takes you in a whirlpool down into the underworld. Your task is to find the "vibes" of three types of music which are associated with a particular soundwave type (square waves, white noise etc).

You have to build three musical instruments that make that sort of noise, and store them on a musical sampler.

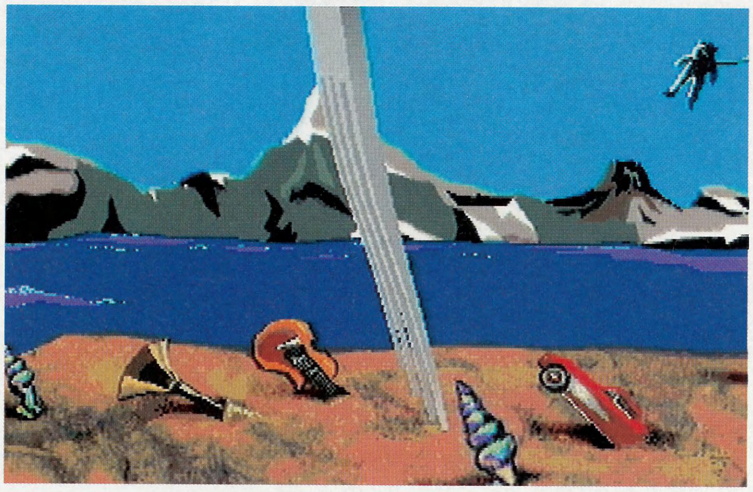
To get around the underworld, there are tunnels instead of paths. If you enter a tunnel, you may be confronted by a metronome which will ask you a tricky question before you can proceed further.

Around the underworld are cave painting of various animals which make different sounds. By clicking on button 2, the cursor turns into a speaker so you can hear that sound, or a microphone so you can record it and store it on you sampler.

You need the sounds from the drawings as passwords to get into certain caves where there are activities to perform. There are eight activities in all. Four involve building an instrument, four involve learning about sound. If you complete an activity correctly, you may earn extra points to give you more time or the spider in the cave will unlock the "golden flute" to let you pass onto the next level of the underworld. There are three levels.

To complete the game, you must build the three instruments that make the sound waves that correspond to the ones you have been given. This will set free the three vibe tribes trapped in the spider's web.

This is an excellent way of making a dry subject fun.



OUT: December	RATINGS	PRICE: TBA
GRAPHICS	70%	
SOUND	65%	
INTERACTIVITY	80%	
OVERALL	75%	

PHILIPS INVENTS

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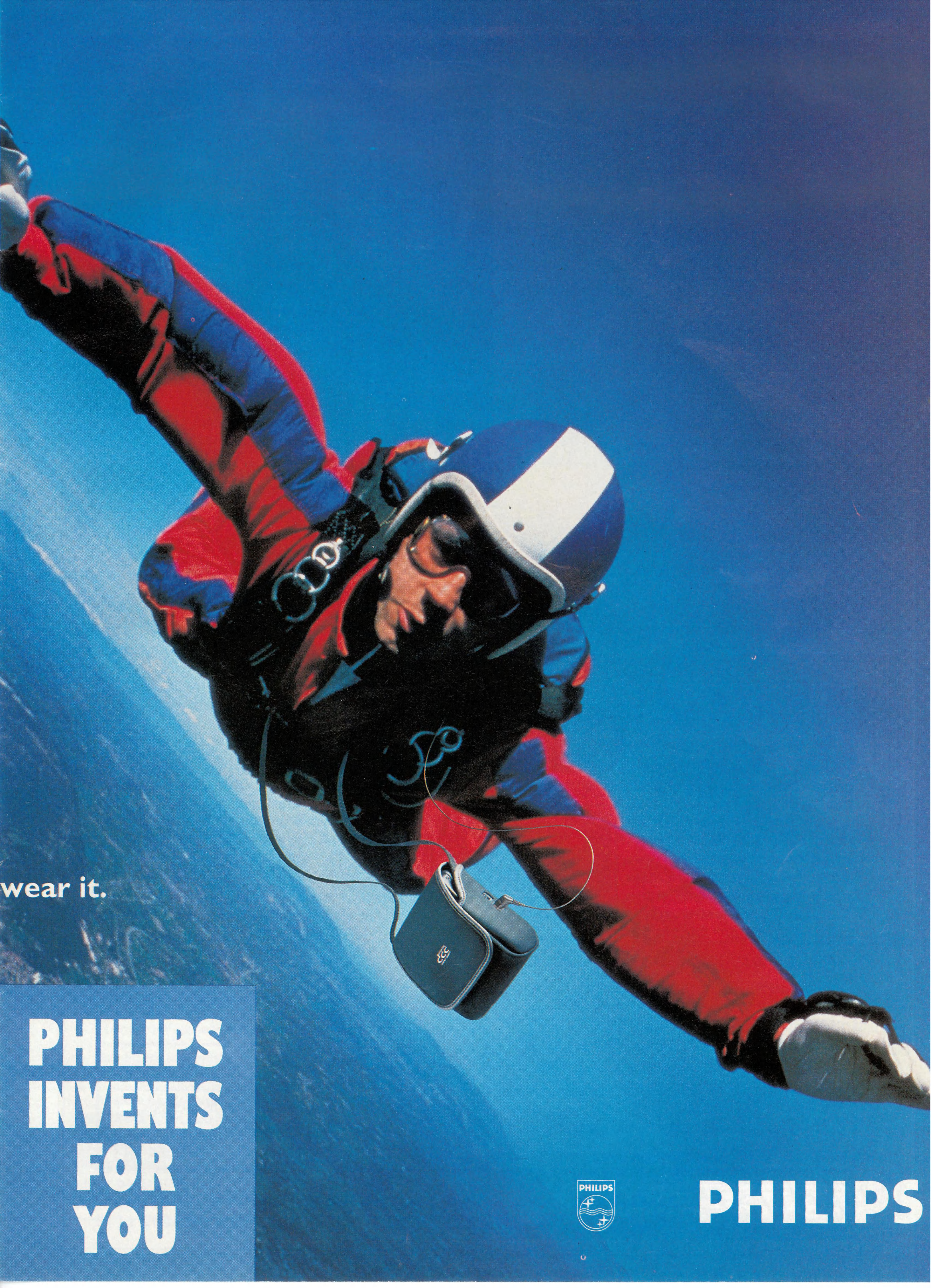
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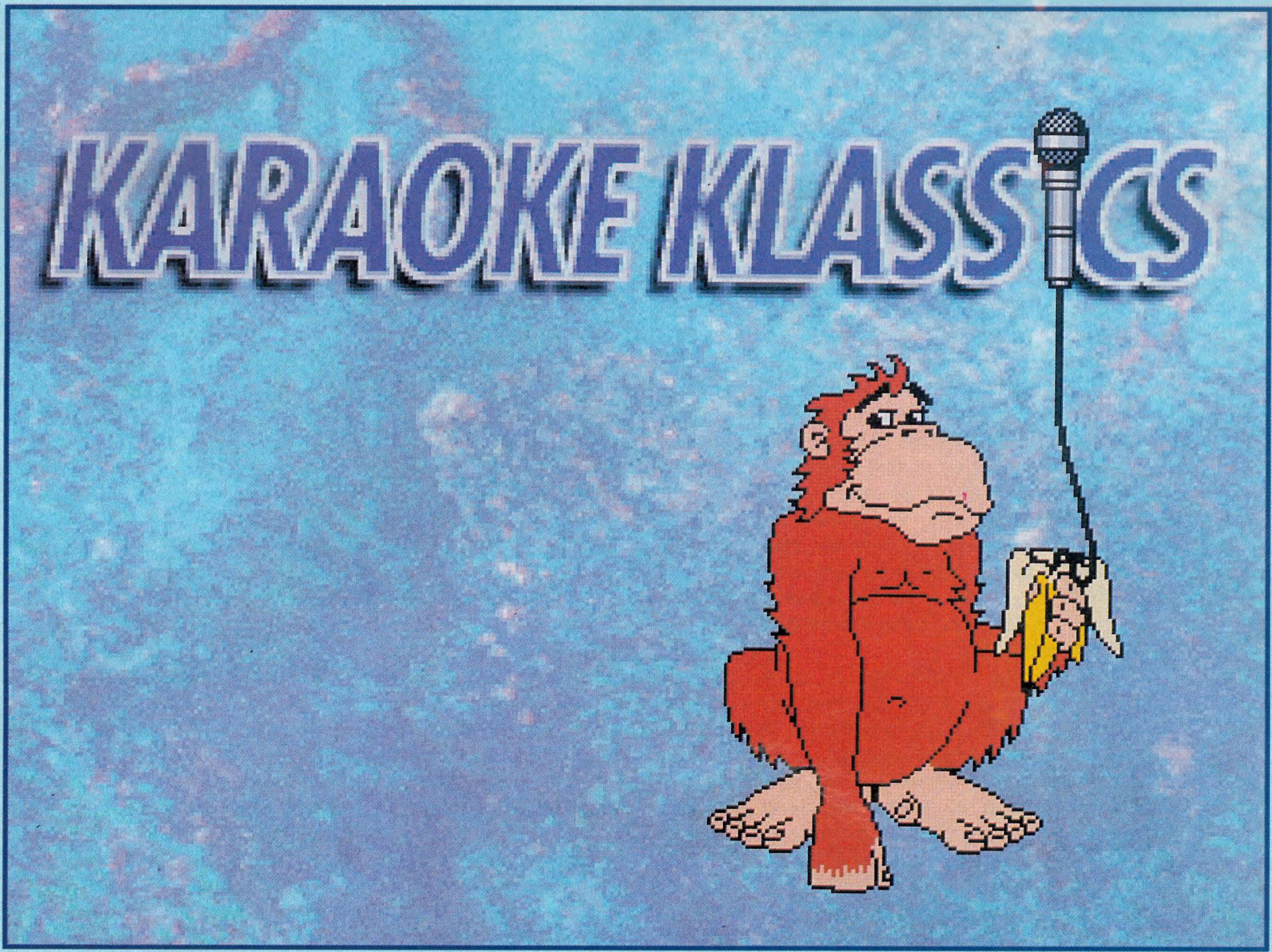
KARAOKE



Have you ever fancied yourself as a budding Elvis or Madonna? Maybe not, but there are plenty of us who have found ourselves singing our hearts out with a karaoke machine after a few drinks in a pub or club.

Now you can bring the experience into your own home with - yes, you've guessed it - CDi karaoke.

Philips Professional Publishing International (PPI) has been busy developing the first CDi karaoke titles. The idea is simple - CDi should be the deal platform to bring karaoke into the home market. There is no need to buy an expensive karaoke system - just buy the appropriate disc and slip it into your CDi player, and away you go!

PPI is producing three types of karaoke disc. The first is compatible with CD audio and CDi players. It can be played through your ordinary CD audio system and there is a printed sheet with the song lyrics on to help you learn the words. But used with a CDi player, the lyrics appear on screen and are highlighted in time to the music. A number of still pictures, graphics and ambient backrounds appear on the screen with each song.

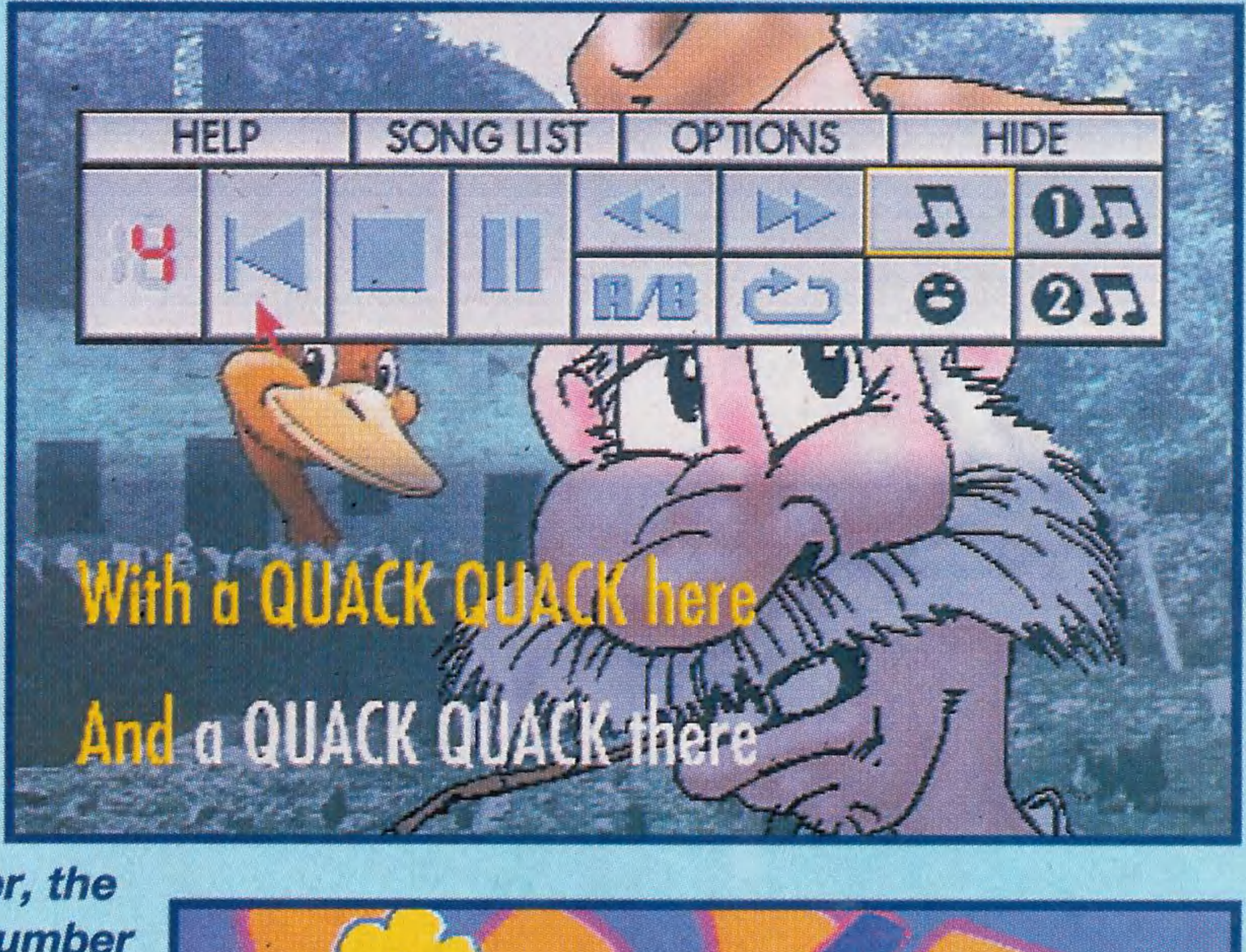
The first five titles in this series, called Karaoke Hits, will be available in November. Karaoke Hits 1 will include tracks such as Everybody Wants to Rule the World, Power of Love, Penny Lane and Madonna's Holiday. Karaoke Hits 2 will include Sailing, Hey Jude, Dancing Queen and Take Me Home. All you have to do is select the track you want and press play. The vocals can be switched on or off and you can connect the CDi player to your hi-fi system and really pump up the volume!

The second type of karaoke disc is for CDi only. PPI is producing a series called Karaoke Klassics. These discs have more functions than the standard ones and incorporate on-screen instructions available in six languages. The user can select lyrics on or of, adjust the male or female vocals, alter the photographic or ambient background on the TV screen and change the balance between the vocals and music. There is even a Tutor Text which teaches you how to sing each song. Again, the lyrics are highlighted on screen in time to the music.

Karaoke Klassics 1 will include tracks such as All You need is Love, It Had to be You, Wake Up Little Susie, One Moment in Time and It Takes Two. There will also be a number of children's songs such as Old MacDonald and Farmer in the Dell. Karaoke Klassics 2 will consist of Great Love Duets, disc 3 will be Male Standards, disc 4 Contemporary Pop female and disc 5 Special Occasions (family and children).

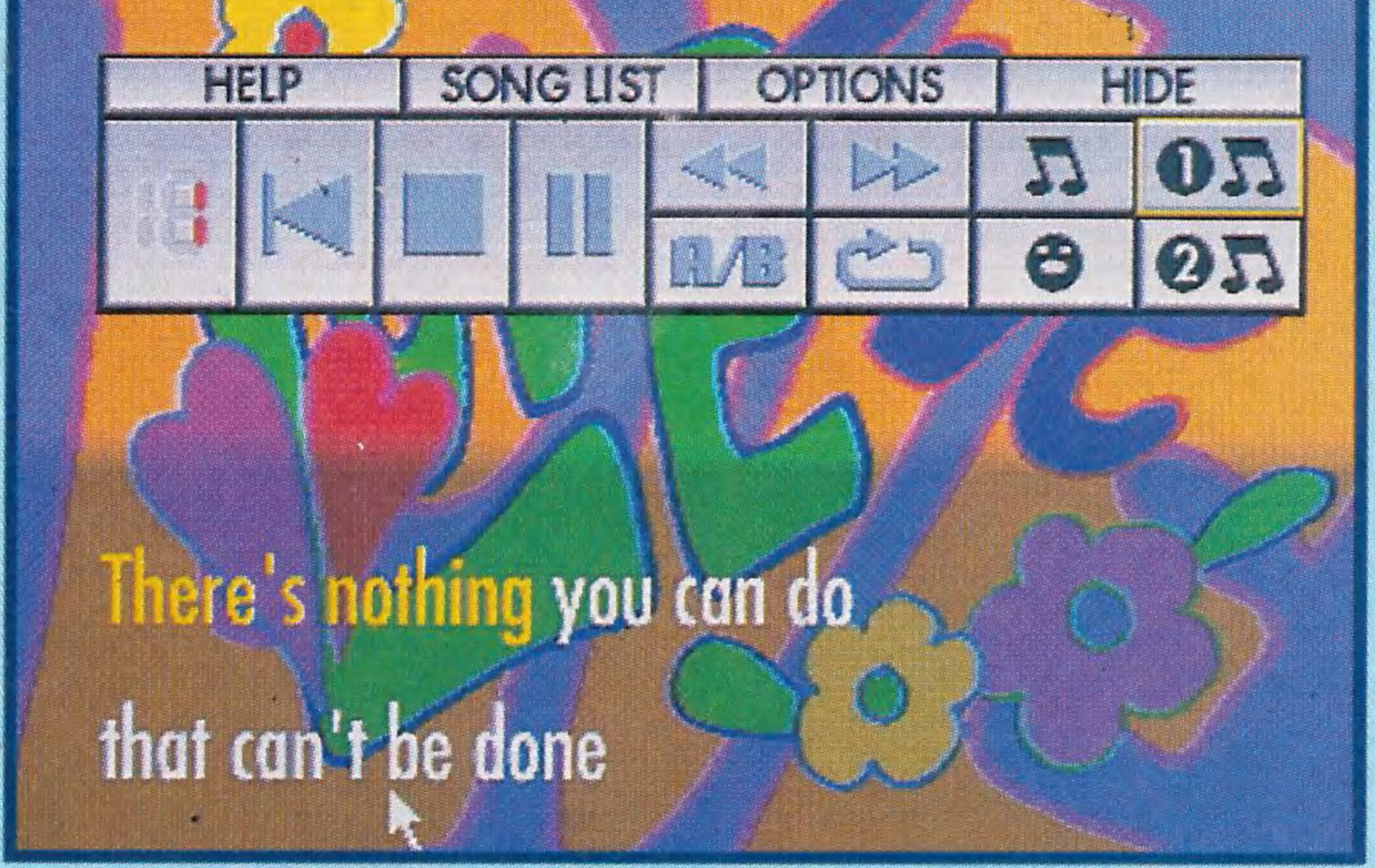
The third type of disc, CD Karaoke, has to be played on a CDi machine with a Digital Video cartridge as they incorporate full screen, full motion video. These discs comply with the White Book Karaoke CD standard, but are still in development.

Karaoke Klassics are available now for £19.95 each from XDRA Publishing in Colchester on 0206 570400.



With a QUACK QUACK here

And a QUACK QUACK there



There's nothing you can do

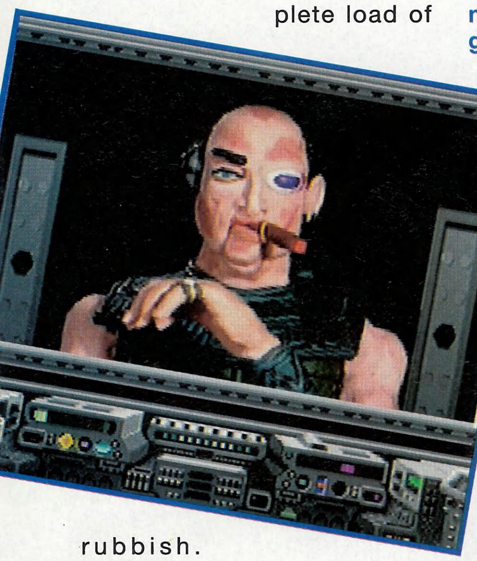
that can't be done

CONGRATULATIONS!

Sir,

First of all, congratulations on your first magazine. I think I have read it a dozen times already.

I have had my CDi player for nine months now and my collection has grown to 23 discs. Most are pretty decent, although I think Dark Castle is a complete load of rubbish. The way you have to throw is pathetic.



The best games are Palm Springs Golf, although there could be a better power meter, and Laser Lords, which is brilliant even though the graphics are bad in places.

I could do with a tip on Laser Lords. I have managed to get the condensation crystal. I have nine lives again and four stars of virtue. The only destination left is the planet Ravanna. This is where the problems start. I have got to Sarpedons Lair, but earlier in the game I accidentally used the Hermatic Helmet so he just shoots me and disappears. I carry on walking and find a bloke just like me who says I'm dead! What should I do?

I've also got a couple of ideas for games. Why not do something like a F-19 fighter game, a tank/war simulation, an ice hockey game and a sort of dungeons and dragons?

A couple of moans. I purchased the latest title Video Speedway and what a big letdown this disc is. I mean, surely CDi is capable of more than this. The track is like an old Atari 2600 game. There's better stuff on an 16-bit Sega MegaDrive. The only good points are the music and going to the pits.

And I think Philips needs to wake up its software stockists. My local branch of Dixons has had the same discs since last year! There is only one decent stockist round here.

G Parkes
Newark

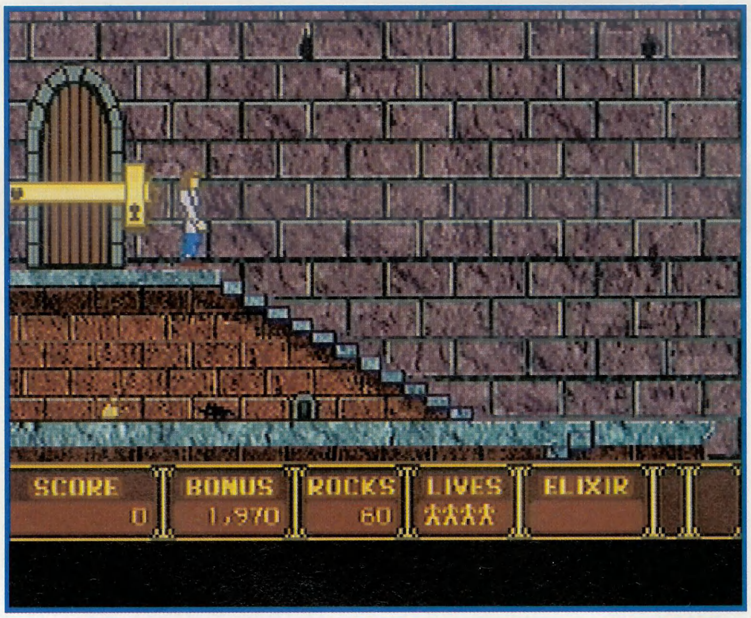
To pass this guy you will have to recite the Voidal Murmurs to him. After you have done this, the gate behind him will open. The Voidal Murmurs are made up of four verses; each given by four different characters. One verse is given each time the player earns one of the stars of virtue.

Verse 1: received in conjunction with the silver star. You get this from Nebka on Luxor, after you have given her some lixir.

Verse 2: received in conjunction with the bronze star. You can find this in the sewers in Luxor.

Verse 3: received in conjunction with the diamond star. You have to defeat Cadmus on Argos in a battle to get this star.

Verse 4: received in conjunction with the jade star. You get this from Lonso on Argoa when you have given the right answers during the riddles. Ed.



NEW SOFTWARE...PLEASE!

Sir,

I have just finished reading the first issue of CDi Magazine and found it to be very interesting. I have had my CDi player since November 1992 and was totally sold on the system after seeing Palm Springs Open demonstrated in the store I bought it from.

Since then I have purchased eight titles, all of which were for my three-and-a-half year old daughter, except for the latest title International Tennis Open. She is having a fantastic time with her collection.

Dominik Diamond got it absolutely right when he said that the game desperately needed a console-style joypad or arcade stick, not just for tennis but for future titles requiring subtle touches.

I am slightly disappointed by the standard of software being developed which I feel is just not exploiting the machine's potential at all. For example, CD Shoot, Laser Lords and CyberCity really are a joke. I hope that for everyone's sake we see software developed with a bit of imagination.

J Khalid
Glasgow

PHILIPS CDI

Sir,

I am the happy owner of a Philips CDi machine and am very pleased with its capabilities.

All my friends who have played with it are amazed by the superb graphics and sound, and some of them are going to purchase their own CDi player. Two of my friends have said that Philips should produce a life-like fighting game like Mortal Combat, which would be sure to sell well.

Some people who have seen some new games on Mega CD think it is much better because they have started to make some gory games. If Philips designed its own action and beat 'em up titles, they would sell well.

Could you possibly review The 7th Guest in your next issue? I have heard it is very good.

Barry Pile
Dover

See what Dominik Diamond says about The 7th Guest on pages 10-13 - Ed.

THE GAMES

Sir,

I own a CDi player and so far I am very impressed with it. I know there is a joypad coming which should make it easier to play adventure games.

There is only one problem so far - the games. All I can say is, I am speechless! When are all the good fighting and action games like Street Fighter II or Final Fight coming out?

I am sure every CDi owner feels the same way, so why isn't anything being done? I played Dark Castle and it was rubbish. I know the CDi can produce great graphics and sound, so why doesn't Philips produce titles like Street Fighter II with great graphics and animation? I wait with baited breath.

Anyway, well done with the magazine. It's great.

Philip Broad

7TH GUEST

Sir,

When I caught a glimpse of The 7th Guest on television I was truly astounded by the quality of the visuals. They were fantastic.

I could not believe my eyes when I read in your magazine that it is being converted for CDi. I thought Christmas had come early.

I later found out it has already been released on CD-ROM and although the quality of the graphics are of a high standard, it only seems to run fluidly on very high specification computers. Can you tell me how CDi will cope with this problem?

Andrew Stockton
Hartlepool

See our review on pages 10-13 - Ed.

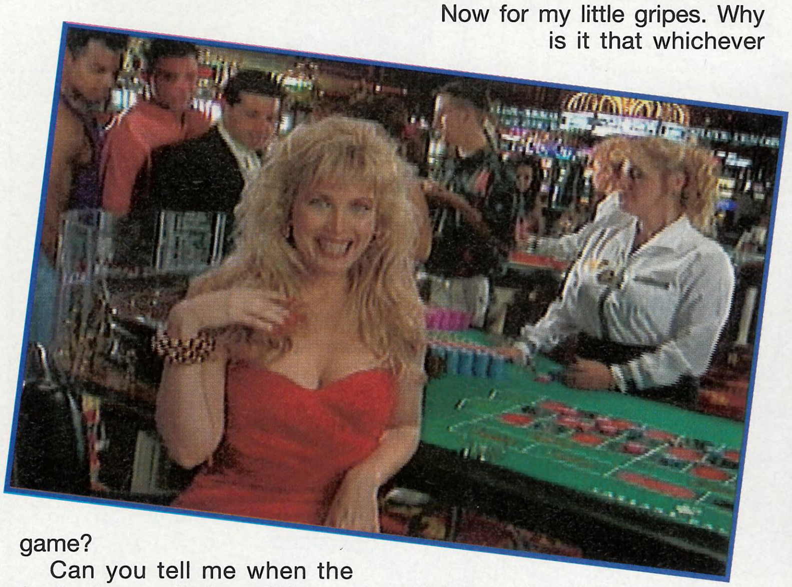
FLIGHT SIMULATOR

Sir,

I must say that Philips CDi is the best computer game system yet. I used to own a Sega and Nintendo, but Philips CDi beats them both.

Your new magazine is very good for keeping CDi users up-to-date with the latest games and news.

I would like to know if there is going to be a flight simulator game available on CDi in the near future, as I think this would be a great idea, especially with stunning graphics. Another idea would be an athletics game using real people. And what about a two-player boxing game?



Can you tell me when the football game Striker will be out?

M Smith
London

A flight simulator game is indeed on the cards - we will bring you more details in the next issue. Caesar's World of Boxing is a two player game - see the review in this issue. Striker will be released in November - Ed.

I'M STUCK

Sir,

I was wondering if you could help me with a problem that I have encountered while playing Inca. Basically, I am stuck!

I have astounded the asteroids, skipped through death canyon, landed safely and got into the labyrinth, then killed lots of baddies. I wasn't bamboozled by the bamboo, and I found the golden cornsweet.

What baffles me is how you get past the compass/arrows scenario while having in your possession a gold star and a "quipa".

Please help me!

Stephen Miller
Tweedale

It seems a lot of you have had problems with Inca. If you would like a copy of playing tips and cheat codes for the game, send a stamped address envelope to CDi Magazine, 60 Waldegrave Road, Teddington, Middlesex TW11 8LG.

LEMMINGS?

Sir,

First of all, may I congratulate you on your first issue. Let's hope that the next one is as well balanced and presented as the first.

Now for my little gripes. Why is it that whichever CDi dealer I walk into, whenever I ask about CDi discs I get a blank expression? Obviously these people are not aware what CDi is.

May I suggest that Philips runs some sort of course to train at least one person at each dealership in the technical aspects of CDi?

If it was not for a very nice person at Philips, I would never have purchased my CDi. Having phoned Philips, a young man phoned me at home and explained clearly and precisely all about CDi. He even sent me a booklet containing all the technical information I required. Is there any chance we will see Lemmings for CDi?

Robert Hicks
Stok-on Trent

Lemmings is due for relaese on CDi in 1994. Philips tells us that at least one person in each store is trained to demonstrate CDi - Ed.

JOYSTICK

Sir,

As a proud owner of a CDi player I welcome the publication of the first issue of CDi Magazine.

The content appears well balanced with software reviews, tips and helpful comments and news of future developments. It is all well presented - well done.

With regard to your reviewer's comments on Palm Springs Golf, I take issue with the comment "a quick dab of the action button will soon shut them up". I cannot suppress the dialogue in this fashion and have to bear the dreadful experts' comments every time. Did you review a different version of the disc?

That said, we are still hooked and looking forward to the new joystick.

KS Dunbar
Edinburgh

Apologies, the gremlins struck on this one. You are right - there is no way of shutting the experts up. So you will have to put up with them - Ed

KARAOKE SINGALONG DISCS

Every CD-i owner should have singalong discs in his/her collection. This is one of the most exciting uses of CD-i and these discs are the best available. Sing along to on-screen lyrics. Switch off your part in a duet so that you can substitute. Select the changing picture backgrounds to enhance the mood. Even turn off the music and practise your own instrument with the singer. These are all great songs, beautifully and authentically recorded, which can bring back the atmosphere and memories of special occasions.

Disc 1 - KARAOKE KLASSICS FAMILY FAVORITES - £19.95

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- All you need is love
- Two of a kind, working on a full house
- It had to be you
- Wake up little Susie
- Wind beneath my wings
- Vogue
- What have you done for me lately
- One moment in time
- It takes two
- Somewhere out there
- Old Macdonald had a farm
- This old man
- Bingo
- Home on the range
- The farmer in the dell.

Disc2 - KARAOKE KLASSICS GREATEST LOVE DUETS VOL 1 - £19.95

KARAOKE KLASSICS
Greatest Love Duets
VOLUME 1
PHILIPS
COMPACT DISC INTERACTIVE

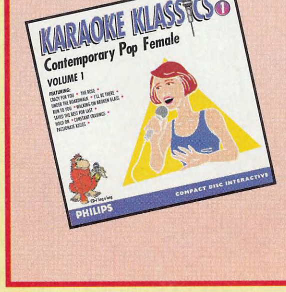
- Love is
- When I Fall in Love
- All My Life
- Whenever I call you Friend
- I've had the Time of My Life
- Ain't No Mountain High Enough
- Endless Love
- Guilty
- Ain't Nothing Like The Real Thing
- Islands in the Stream

Disc 3 - KARAOKE KLASSICS MALE STANDARDS VOL 1 - £19.95

KARAOKE KLASSICS
Male Standards
VOLUME 1
PHILIPS
COMPACT DISC INTERACTIVE

- All the Way
- New York, New York
- Chicago
- My Way
- Blue Velvet
- Everybody Loves Somebody
- Born Free
- It's Impossible
- As Time Goes By
- Beyond the Sea

Disc 4 - KARAOKE KLASSICS CONTEMPORARY POP FEMALE VOL 1 - £19.95

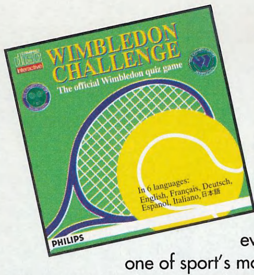

KARAOKE KLASSICS
Contemporary Pop Female
VOLUME 1
PHILIPS
COMPACT DISC INTERACTIVE

- Crazy for You
- The Rose
- Under the Boardwalk
- I'll Be There
- Run to You
- Walking on broken Glass
- Saved the Best for Last
- Hold On
- Constant Cravings
- Passionate Kisse

SPORTS QUIZGAMES

Discs in this section contain interactive quizzes of different types. Use them to learn, for fun in a group, or both.

Disc 5 - WIMBLEDON CHALLENGE - £14.95


WIMBLEDON CHALLENGE
The official Wimbledon quiz game
In 6 languages: English, Français, Deutsch, Español, Italiano, 日本語
PHILIPS

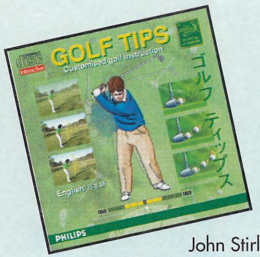
Wimbledon Challenge - a tennis quiz game for two players or teams. Questions, at random, are asked audibly from a base of hundreds about the players, matches and events surrounding the life of one of sport's most famous Championships. Timer and simple animated game-play make this an ideal anytime trivia quiz for tennis lovers the world over. Six language versions - English, French, German, Italian, Spanish and Japanese.

Disc 6 - GOAL! - £19.95

GOAL!
FIFA World Cup Soccer Quiz Game
In 8 languages: English, Français, Deutsch, Nederlands, Español, Italiano, Português, 日本語
PHILIPS
COMPACT DISC INTERACTIVE

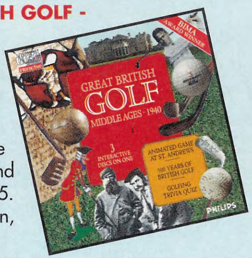
GOAL! - a soccer World Cup quiz game for two players or teams. Bring some of that 'Finals' fever into your own home with this challenging quiz game. Multiple-choice answers mean that you learn as you play. Includes penalty shootout. Dad will love this disc, and so will son as the 1994 World Cup approaches. Eight language version - English, German, Dutch, Italian, Spanish, French, Portuguese and Japanese.

Disc 7 - GOLF TIPS - £24.95


GOLF TIPS
Customised golf instruction
ゴルフティップス
PHILIPS

Unique, customised golf instruction covering everything from Basics, through Faultfinder and Course Management to an interactive Test of golf swing theory. Content by John Stirling, PGA pro and English national coach. Highly re-usable disc with all sections accessed in seconds. Ideal for pro shop and the home. English and Japanese Languages.

Disc 8 - GREAT BRITISH GOLF - £29.95


GREAT BRITISH GOLF
MIDDLE AGES - 1940
3 INTERACTIVE DISCS IN ONE
ANIMATED GAME AT ST. ANDREWS
500 YEARS OF BRITISH GOLF
GOLFING TRIVIA QUIZ
PHILIPS

This three-part disc from the British Golf Museum, St Andrews is strictly for golf buffs fascinated by the beginnings of the game and its development up to 1945. Study the swings of Vardon, Braid and Taylor. Browse through the stylistic sections from ball and club development to the spread of golf from Scotland to the rest of the World. Then take on a friend in the trivia quiz of early British golf. While you are recovering let the children play the Old Course Playoff - an animated golf game set at St Andrews and featuring renowned golfing ghosts.

Disc 9 - GREAT AMERICAN GOLF 1 - £29.95

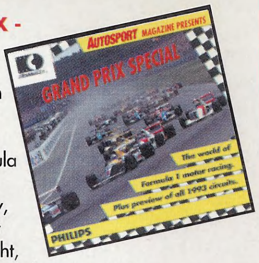
USGA
PRESENTS
GREAT AMERICAN GOLF 1
TIME TRAVEL
ANIMATED GOLF GAME
GOLFING TRIVIA QUIZ
PHILIPS

The USGA has prepared this three-part disc as an interactive account of golf in America up to the 1950s. Any golfing youngster will find this fascinating viewing as the presentation style is light and factual for easy learning. The animated game at the mysterious 18th at Far Hills features Ben, The Babe and Iron Byron. And the trivia quiz will be fun for any golfer as it includes questions on today's popular champions.

PICTURE DISCS

Discs in this section have been designed for Photo CD players. However extra functions such as faster access and continuous soundtrack are available when played on standard CD-i players such as the one on offer. Each disc contains over 100 photos, music and commentary.

Disc 10 - GRAND PRIX - £9.95


AUTOSPORT MAGAZINE PRESENTS
GRAND PRIX SPECIAL
The world of Formula 1 motor racing. Plus preview of all 1993 circuits.
PHILIPS

Vroom Vroom! Produced in conjunction with Autosport magazine, this disc takes you into the world of Formula 1, and includes sections on world championship history, drivers' profiles, teams past and present, technical insight, championship circuits and simple trivia quiz.

Disc 11 - PHOTO JOURNALISM: THE BEST OF 1992 - £9.95

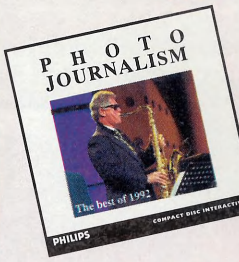


PHOTO JOURNALISM
The best of 1992
PHILIPS
COMPACT DISC INTERACTIVE

This is the year in review seen through the best photos captured by the Associated Press. Commentary and music make this a moving reminder and source of data. Accessible by month or by subject.

Disc 12 - MANAGING YOUR BOSS - £29.95

GETTING AHEAD
managing your boss
PERSONAL DEVELOPMENT: AN INTERACTIVE SERIES
PHILIPS
COMPACT DISC INTERACTIVE

This exercise in the study of working relationships highlights potential trouble spots and shows you how to avoid them by learning new approaches and adapting your response. Turn negative situations into positive ones for you and your boss. Produced in association with Temple Millar, leading UK business trainers.

Disc 13 - PRESENTATION SKILLS - £29.95

GETTING AHEAD
PRESENTATION skills
PERSONAL DEVELOPMENT: AN INTERACTIVE SERIES
PHILIPS
COMPACT DISC INTERACTIVE

Learn how to prepare material and deliver it clearly and succinctly to get the message across. Use your voice, body language and visual aids to capture and hold the interest of your audience. Everybody in business should see and use this disc. Produced in association with Temple Millar, leading UK business trainers.

Disc 14 - PLAYBOY - £9.95

PLAYBOY
PHILIPS
COMPACT DISC INTERACTIVE

One hundred gorgeous photos and accompanying German soundtrack of some of Playboy's best. Made for German market but worth seeing in any language.

Disc 15 - MARILYN - £9.95

Marilyn
monroe
PHILIPS

One of our best sellers. Marilyn Monroe's life story told in pictures, commentary and music. Dip into sections or let the whole disc play through. The memories she left are wonderful and the music unforgettable. Includes original tracks of 'Diamonds are a Girl's Best Friend' and 'I Wanna Be Loved By You'.

60% OFF!

DISCS PURCHASED WITH A CD-i PLAYER

Order a CD-i player before 30 November 1993 and get discs ordered at the same time at up to 60% off the normal price! In this offer there are three types of easy-learning discs available - karaoke singalong, sports quizgames and picture discs. Choose any or all of them, as you wish. Most are an unbelievable 60% OFF! This is one of the best CD-i offers available today so act soon to take advantage.

Easy-learning with CD-i. This is Compact Disc Interactive - the home compact disc standard for the' 90s. It plugs into your television (whatever the make and whatever country) in a similar way that a VCR plugs in, and plays discs which look like CD Audio discs. The difference is that CD-i discs can do a lot more than play music. The CD-i player on offer not only plays CD-i discs but also plays all existing CD audio discs plus Photo-CD discs. And the player can be upgraded to play Video CD discs.

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for just £399 + p&p.

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- Infra red 'point and click' hand controller to move the arrow around the TV screen.
- Plays existing CD Audio discs with on-screen control.
- Plays Photo CD discs.
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2. Karaoke Greatest Love Duets Vol 1	£19.95	£7.98		
3. Karaoke Male Standards Vol 1	£19.95	£7.98		
4. Karaoke Contemporary Pop Female Vol 1	£19.95	£7.98		
5. Wimbledon Challenge	£14.95	£5.98		
6. GOAL!	£19.95	£7.98		
7. Golf Tips	£24.95	£9.98		
8. Great British Golf	£29.95	£11.98		
9. Great American Golf 1	£29.95	£11.98		
10. Grand Prix	£9.95	£8.95		
11. Photo Journalism	£9.95	£3.98		
12. Managing Your Boss	£29.95	£11.98		
13. Presentation Skills	£29.95	£11.98		
14. Playboy (German Audio)	£9.95	£3.98		
15. Marilyn	£9.95	£8.95		

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CDi TITLES CATALOGUE AND PRICE LIST AUTUMN 1993

CHILDREN'S TITLES

A VISIT TO SESAME STREET - LETTERS

Meet the characters from the TV series and explore the world of Sesame Street. Includes some letter-based games.
Price £29.99 **Catalogue No 690 018 2**

A VISIT TO SESAME STREET - NUMBERS

Visit Bert and Ernie's place, Big Bird's House and the Count's Castle. There's plenty of skulduggery going on. And learn to count with the numbers games.
Price £29.99 **Catalogue No 690 019 2**

BEAUTY AND THE BEAST

The story of Beauty and the Beast told by Mia Farrow.
Price £9.99 **Catalogue No 690 114 2**

BERENSTAIN BEARS

Meet the popular and friendly Berenstain Bears and follow the young bears' antics as they try and persuade their parents to let them go to the fair, or travel around and explore Bear Country on your own.
Price £24.99 **Catalogue No 810 007 6**

BRER RABBIT AND THE WONDERFUL TAR BABY

The story of Brer Rabbit and Brer Fox told by Danny Glover. Music by Taj Mahal. Includes games and activities related to the story.
Price £9.99 **Catalogue No 690 045 2**

CARTOON CARNIVAL (DV)

Classic cartoons from Hanna Barbera. Each time you win a game, collect a letter. When you can spell Cartoon Carnival, you are rewarded with a cartoon in Digital Video.
Price £19.99 **Catalogue No 810 016 5**

CARTOON JUKEBOX

Favourite tunes such as Pop Goes the Weasel and Row, Row, Row Your Boat illustrated with original animation.
Price £24.99 **Catalogue No 690 001 2**

WHEELS ON THE BUS

CHILDREN'S MUSICAL THEATRE

Customize your own songs and watch as they are performed by a band of musical animals.
Price £24.99 **Catalogue No 690 008 2**

DARK FABLES OF AESOP

Twelve of these moral tales narrated by Danny Glover and accompanied by an original jazz score by Ron Carter.
Price £24.99 **Catalogue No 690 085 2**

EMPEROR'S NEW CLOTHES

This version of one of Hans Christian Andersen's best-loved tales is told by Sir John Gielgud with music by Mark Isham.
Price £9.99 **Catalogue No 690 042 2**

FACE KITCHEN

French chef Uby cooks up some very funny faces. Your job is to choose a combination of lips, eyes and hair and bring the results to life.
Price £29.99 **Catalogue No 811 000 2**

HOW THE CAMEL GOT HIS HUMP

Rudyard Kipling's popular tale of the lazy camel who said "Humph" once too often is recounted by Jack Nicholson, with music by Bobby McFerrin.
Price £9.99 **Catalogue No 690 021 2**

HOW THE RHINO GOT HIS SKIN

Another Rudyard Kipling tale, that of a gluttonous rhinoceros who gets his comeuppance. Told by Jack Nicholson, with music by Bobby McFerrin.
Price £9.99 **Catalogue No 690 023 2**

LITTLE MONSTER AT SCHOOL

Join Little Monster as he goes to school. Read along with the text displayed on screen.
Price TBA **Catalogue No 810 010 9**

MORE DARK FABLES FROM AESOP

Twelve more moral tales narrated by Danny Glover and accompanied by the jazz music of Ron Carter.
Price £24.99 **Catalogue No 690 086 2**

MOSES: BOUND FOR THE PROMISED LAND

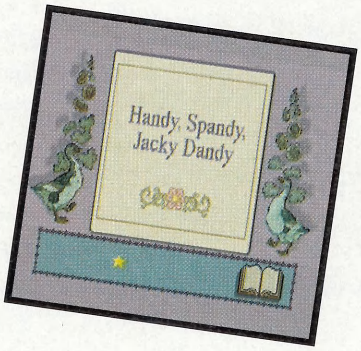
An interactive version of the Biblical story of Israel's exodus from Egypt. Includes activities to help teach children the values taught in the Bible.
Price £29.99 **Catalogue No 690 066 2**

MOSES: THE EXODUS

Contains scriptures from the New International version of the Bible, an interactive Bible Study and an electronic playroom.
Price £29.99 **Catalogue No 690 035 2**

MOTHER GOOSE HIDDEN PICTURES

An animated activity book combining the pleasures of hearing and seeing nursery rhymes with the added fun of picking out different objects.
Price £15.99 **Catalogue No 690 015 2**



MOTHER GOOSE RHYMES TO COLOUR

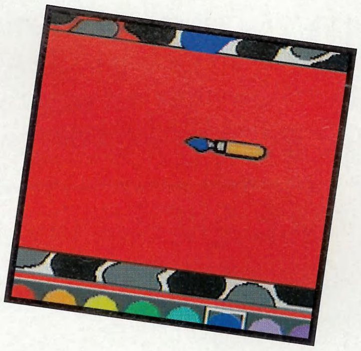
Mother Goose escorts your children as they wander through their favourite nursery rhymes.
Price £15.99 **Catalogue No 690 016 2**

NOAH'S ARK

The Biblical story of Noah's Ark, including an electronic playroom, Bible Study and the Rainbow Walk game.
Price £29.99 **Catalogue No 690 032 2**

PAINT SCHOOL 1

Choose from several hundred scenes to paint or start from scratch and draw your own picture. There is a huge variety of palettes and colours available (over 30,000).
Price £19.99 **Catalogue No 690 009 2**



PAINT SCHOOL 2

More pictures to paint using the CDi's enormous colour palette. The magnifying glass allows you to zoom in on the fiddly bits.
Price £19.99 **Catalogue No 690 002 2**

PECOS BILL

A colourful retelling of the legend of Pecos Bill - the fearless buckaroo raised by coyotes. Narration by Robin Williams and music by Ry Cooder.
Price £9.99 **Catalogue No 690 012 2**

RICHARD SCARRY'S BUSIEST NEIGHBOURHOOD DISC EVER

Explore the wonderful world of Busytown, a metropolis populated entirely by furry animals. At the end, you can see all the places you visited on TV.
Price £24.99 **Catalogue No 690 038 2**

RICHARD SCARRY'S BEST NEIGHBOURHOOD DISC EVER

The second in the popular series of Richard Scarry's children's books translated for your amusement onto CDi. Visit the library, the fire station or your own home.
Price £24.99 **Catalogue No 690 037 2**

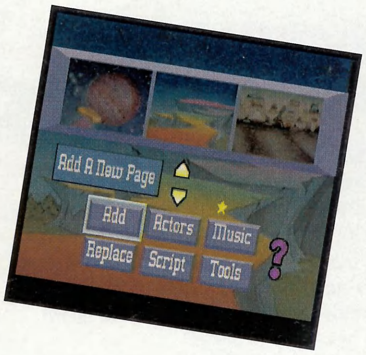
SANDY'S CIRCUS ADVENTURE
Sandy, the cuddly sea lion, is lost in the circus and your child is invited along. Together they can explore all the fun and excitement of the big top.
Price £24.99 Catalogue No 690 022 2

SANTA CLAUS'S MICE
Mice, a clumsy albatross, hard-working gnomes and a kind Santa Claus feature in this Christmas fairy story aimed at children between three and seven. Includes some games to play too.
Price £15.99 Catalogue No 811 001 2

SHIPWRECK
Based on the Two-Can series of How it Works books, this is an educational and adventure game disc about the principles of electricity.
Price £24.99 Catalogue No 811 002 5

STORY MACHINE MAGIC TALES
Create your own fairy tales or adventure stories by adding your own scenes, characters, narration and dialogue. Includes three pre-recorded stories on the disc.
Price £24.99 Catalogue No 690 025 2

STORY MACHINE STAR DREAMS
Star Dreams whisks you away on an intergalactic adventure of your own making. Create your own stories as outlandish, fearsome and fun as you want.
Price £24.99 Catalogue No 690 024 2



TELL ME WHY 1
Find out the answers to 175 questions on five topics: Our World, How Things Work, The Zoo, How Things Began and The Human Body.
Price £29.99 Catalogue No 690 003 2

TELL ME WHY 2
Another 175 questions answered on the same five topics as in Tell Me Why 1.
Price £29.99 Catalogue 690 004 2

TOM'S MAGIC PICTURE SHOW
Enrich your child's English vocabulary and help them make their first steps in languages such as French and Spanish. This disc holds 700 pictures with subtitles, music and sound effects.
Price £24.99 Catalogue No 811 000 9

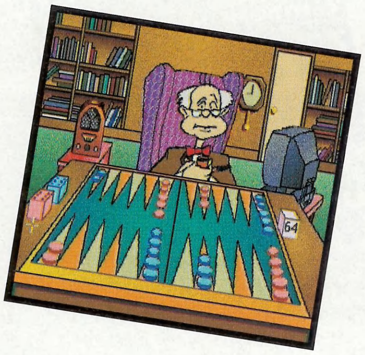
WUZZO GOES FLYING
Based on the popular children's cartoon character as he prepares to go on holiday. Help him get up in the morning, pack, go to the airport and choose his destination. Also included are a variety of puzzles.
Price £19.99 Catalogue No 810 011 9

ZOMBIE DINOS FROM PLANET ZELTOID
Dexter the Dinodroid takes you back to the days when dinosaurs ruled the earth. Your task is to identify the dinosaurs that Harry the Harrier has kidnapped and set them free.
Price £34.99 Catalogue No 811 001 8

GAMES

ALICE IN WONDERLAND
Roam around Wonderland as you try to solve the rhymes and puzzles that will take you on to the next level of this adventure.
Price £29.99 Catalogue No 690 065 2

ALIEN GATE
Hordes of monsters are advancing through the Alien Gate with one objective in mind - the destruction of your world. You must stop them.
Price £19.99 Catalogue No 810 004 2

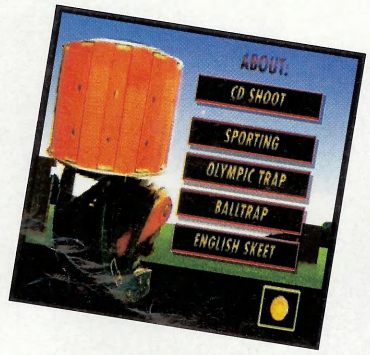


BACKGAMMON
Everything you need to play backgammon on CDi, including three animated opponents each with a different skill level.
Price £29.99 Catalogue No 690 039 2

BATTLESHIP
You command a fleet of five ships. Your mission is to seek and destroy your enemy's ships before he destroys yours.
Price £29.99 Catalogue No 690 033 2

CAESAR'S WORLD OF GAMBLING
Experience the real sights and sounds of the Caesar's Palace casinos. Learn to play the most popular casino games.
Price £24.99 Catalogue No 690 027 2

CD SHOOT
Practice your shooting skill in Sporting, Ball Trap, Olympic Trap and English Skeet, based on international rules.
Price £29.99 Catalogue No 811 001 4



CONNECT FOUR
The CDi version of the popular vertical chequers game.
Price £19.99 Catalogue No 690 020 2

DARK CASTLE
Black Knight, the evil ruler of Dark Castle, must be defeated. Make your way through chambers of hazards such as the dragon, tortures and rats.
Price £29.99 Catalogue No 690 026 2

DEFENDER OF THE CROWN
The Saxon lords have chosen you to lead them in the fight against the hated Normans. Your skills will be thoroughly tested.
Price £19.99 Catalogue No 690 069 2

ESCAPE FROM CYBERCITY
Your mission is to survive the dangers of CyberCity, fight your way to the train and destroy the Guardian's planet to save the earth. Includes cel-animation.
Price £39.99 Catalogue No 690 071 2

EARTH COMMAND
Take control of the spaceship Eye 1 as you battle to save the planet from political and environmental disaster.
Price £34.99 Catalogue No 810 007 2

GO
The oldest board game in the world developed for CDi. A game of strategy.
Price £29.99 Catalogue No 810 002 0

GIRLS' CLUB
Check out four of the hottest guys in the universe with three of your own friends, or those on the disc. Try and work out which hunk your opponents have chosen as their dream date.
Price £19.99 Catalogue No 810 011 8

INCA
You are the last surviving Inca. To save your race you must journey across space, battling enemies and collecting special powers on the way.
Price £39.99 Catalogue No 810 012 6

INTERNATIONAL TENNIS OPEN
Wimbledon and the French Open brought to your living room in one of the best CDi games yet. A two-player version will soon be available and should make the game even better.
Price £34.99 Catalogue No 810 003 0

Robert GARETT
Erik ANDERS
Thomas ULLMAN
Julio JIMENEZ
INTERNATIONAL TENNIS OPEN

KETHER
You are Melkhor, a space knight, who has to land on Kether and rescue Eta Carene, the Princess of Wisdom. Stunning graphics in this mix of arcade action and puzzle solving.
Price TBA Catalogue No 810 012 8

LASER LORDS
The Laser Lords' star cruiser enables you to explore alien worlds.
Price £39.99 Catalogue No 690 074 2

LINK: FACES OF EVIL
Nintendo characters appear for the first time on CDi. Ganon has captured the island of Koridai and Link must save it from the Faces of Evil.
Price £29.99 Catalogue No 810 008 0

LORDS OF THE RISING SUN
A Japanese strategy game on CDi featuring live actors and interesting gameplay.
Price £39.99 Catalogue No 690 098 2

MYSTIC MIDWAY
The "master of cemetries" Dr Dearth welcomes you to his shooting gallery. 15 targets, ten game levels and the chance to record your score.
Price £34.99 Catalogue No 690 152 2

PALM SPRINGS OPEN
Play 18 of the world's most famous and challenging holes on your own TV. Control "live" golfers on actual courses.
Price £39.99 Catalogue No 690 013 2

TETRIS
The classic Russian puzzle game featuring ten levels of play. Ten original CD soundtracks and video nature backgrounds.
Price £29.99 Catalogue No 690 188 2

TEXT TILES
A word spelling strategy game for all ages. Use the given words to spell vertically or horizontally.
Price £19.99 Catalogue No 690 043 2

THE SEVENTH GUEST (DV)
Virgin Games' popular murder mystery makes its debut on CDi. Superb Digital Video sequences make this a must for any CDi collection.
Price £49.99 Catalogue No 811 004 0

PINBALL
Play four different pinball games in your living room without having to feed money into a slot machine.
Price £29.99 Catalogue No 690 034 2

POWER HITTER
Baseball challenge which puts you up against the game's great pitchers. The announcer comments on your every move.
Price £34.99 Catalogue No 811 001 7

SARGON CHESS
There are 16 levels of this chess program, or use the special novice level. Experienced players have more advanced levels.
Price £29.99 Catalogue No 690 030 2

TANGRAM
Choose from beginner, intermediate or advanced levels of play in this well-known puzzle game.
Price £24.99 Catalogue No 811 001 5

THE ULTIMATE NOAH'S ARK
Puzzle game based on a painting by artist Mike Wilks. Player has to spot which animal in the picture is not paired. Other puzzles included. £10,000 worth of prizes to be won.
Price £24.99 Catalogue No 811 002 6

VIDEO SPEEDWAY
Motor racing game with ten tracks to choose from. The player can race karts, Formula 3000 or Formula 1. Alter your car's dynamics in the pit and then head for the track.
Price £29.99 Catalogue No 819 001 1

VOYEUR
Adult political whodunnit which combines the suspense of Alfred Hitchcock's Rear Window with an American soap opera. Spy on the house of Presidential character Reed Hawke and his family.
Price TBA Catalogue No 810 016 2

ZELDA: WAND OF GAMELON
The evil Ganon has captured Link and the Triforce. The only way to rescue Link and save the world is to gather all the seven signs of the Tolemac. Features the Nintendo characters.
Price £ 29.99 Catalogue No 810 009 6

MUSIC

CLASSICAL JUKEBOX
Study the lives of 15 of the world's classical composers and listen to their music. Includes 90 minutes of video highlighting facts about their work.
Price £15.99 Catalogue No 690 005 2

ESCAPE
Club music and psychedelic visuals brought to you by Hex. Incorporates eight hardcore techno tracks with real-time computer graphics.
Price £15.99 Catalogue No 810 011 7

GOLDEN OLDIES JUKEBOX
Jump and jam to the tunes of the 1950s and 1960s. The artists who sing them come alive on your TV screen. Lyrics appear with the music.
Price £15.99 Catalogue No 690 006 2

Diamonds
Darlin'
2:0
SE
P
TRACK
LYR
SUPER

JAMES BROWN
Soul singer Brown performs 13 songs on this CDi music disc. Sing along to your favourite songs with lyrics on screen.
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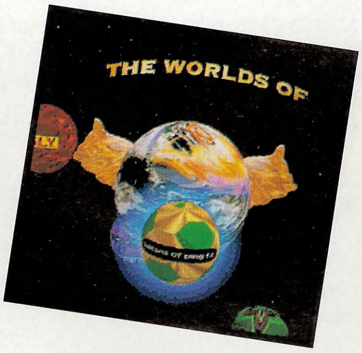

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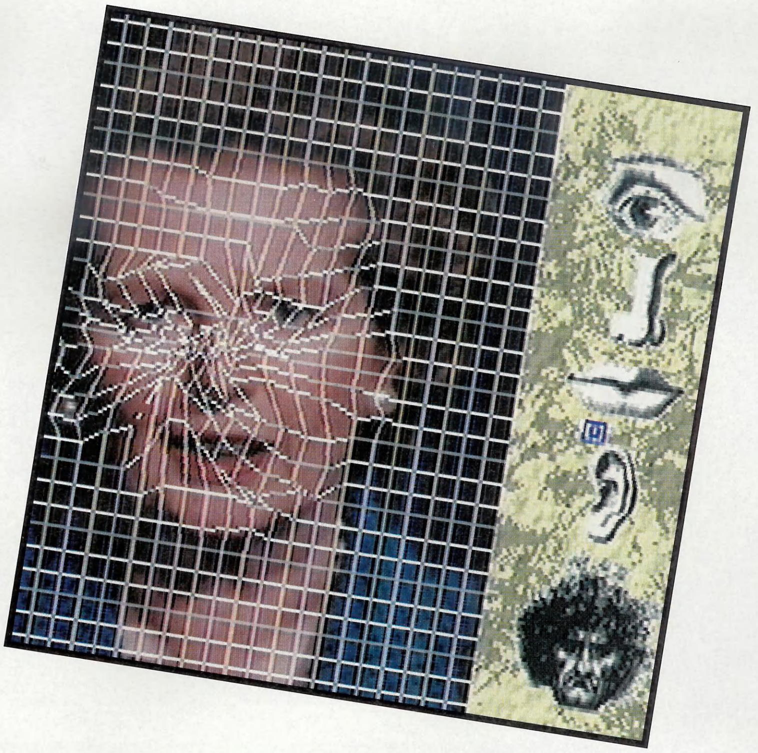

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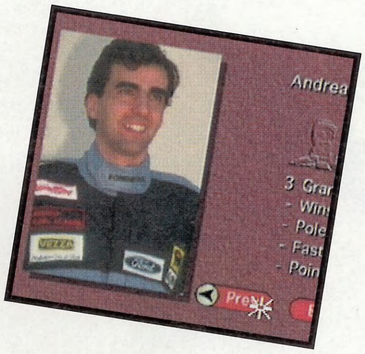

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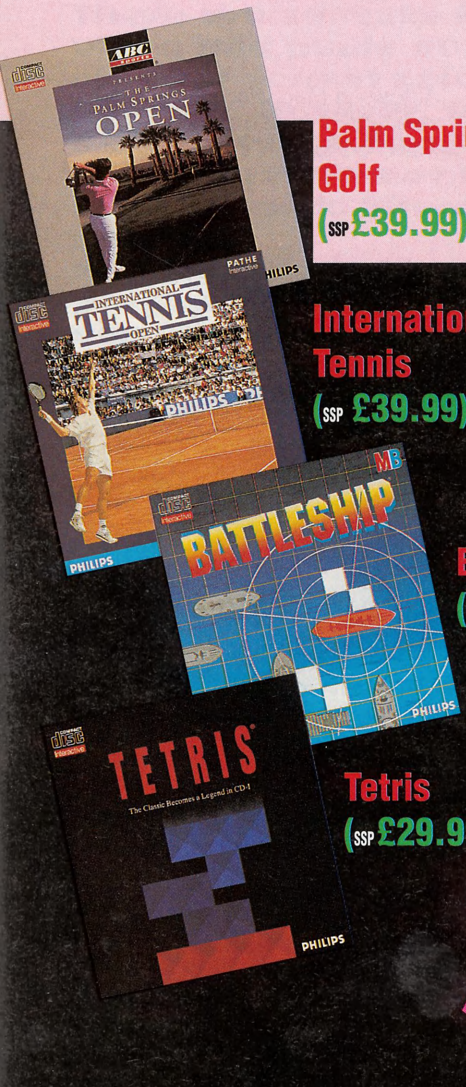

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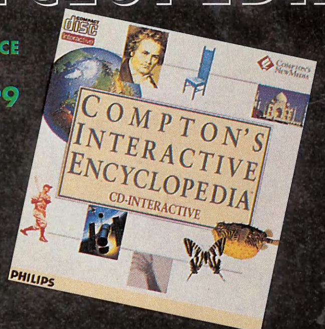

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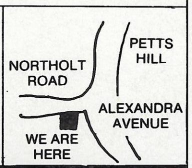

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Brooks Music Centre

Wigan
Cleartone, Comet, H Plumb, Tomorrows Studio

Willenhall
Comet

Wilmslow
Martin Dawes, Yeoman & Russell

Wirral
Morris & Pinch, NORWEB

Wishaw
Clydesdale Electrical Stores, System Design Audio Visual

Woking
Allders, Bartletts, Peter Shee

Wolverhampton
Cleartone, Comet, James Beatie

Woodford Green
Broadway Music

Worcester
MEB, Naam HiFi

Worksop
Comet, FL Smith

Worthing
Churchers, Comet, Lyles, Rumbelows

Wrexham
Comet, Radio Rentals, TE Roberts

York
Comet, Wall of Sound, Yorcom

All details of this dealer list were correct at time of press

CDi TOP 20

1 International Tennis Open
2 The Palm Springs Open
3 Laser Lords
4 CD Shoot
5 Zombie Dinos from the Planet Zeltoid
6 Lords of the Rising Sun
7 Alien Gate
8 Escape from CyberCity
9 Power Hitter
10 Alice in Wonderland
11 Face Kitchen
12 Private Lessons: Rock Guitar
13 Caesar's World of Gambling
14 Tetris
15 eScape
16 Tangram
17 Mystic Midway
18 James Brown
19 Private Lessons: Classical Guitar
20 Tom's Magic Picture Show

FORTHCOMING *TITLES*

November

Pulse (music)
Striker (soccer game)
Little Monster at School (kids)
A Good Day at the Races (game)
Solar System (info/reference)
Datastream (music)
Secret Name of Ra (strategy game)

December

Voyeur (adult game)
Surf City (kids)
CD Coach: Sports Performance (reference)
What's it Worth? (reference)
Time Life Astrology (reference)

NEXT ISSUE

The next issue of CDi Magazine will be out on 2 December. We hope to bring you the first review of Striker, the superb soccer game from Rage Software, on CDi. Plus many of the first Digital Video music titles on CDi, and Todd Rundgren's interactive album No World Order. There will be reviews of new kids' titles and some exciting developments from the US such as the excellent Surf City from Sidewalk Studio in California. All this plus much, much more. Don't miss it. Reserve a copy now.

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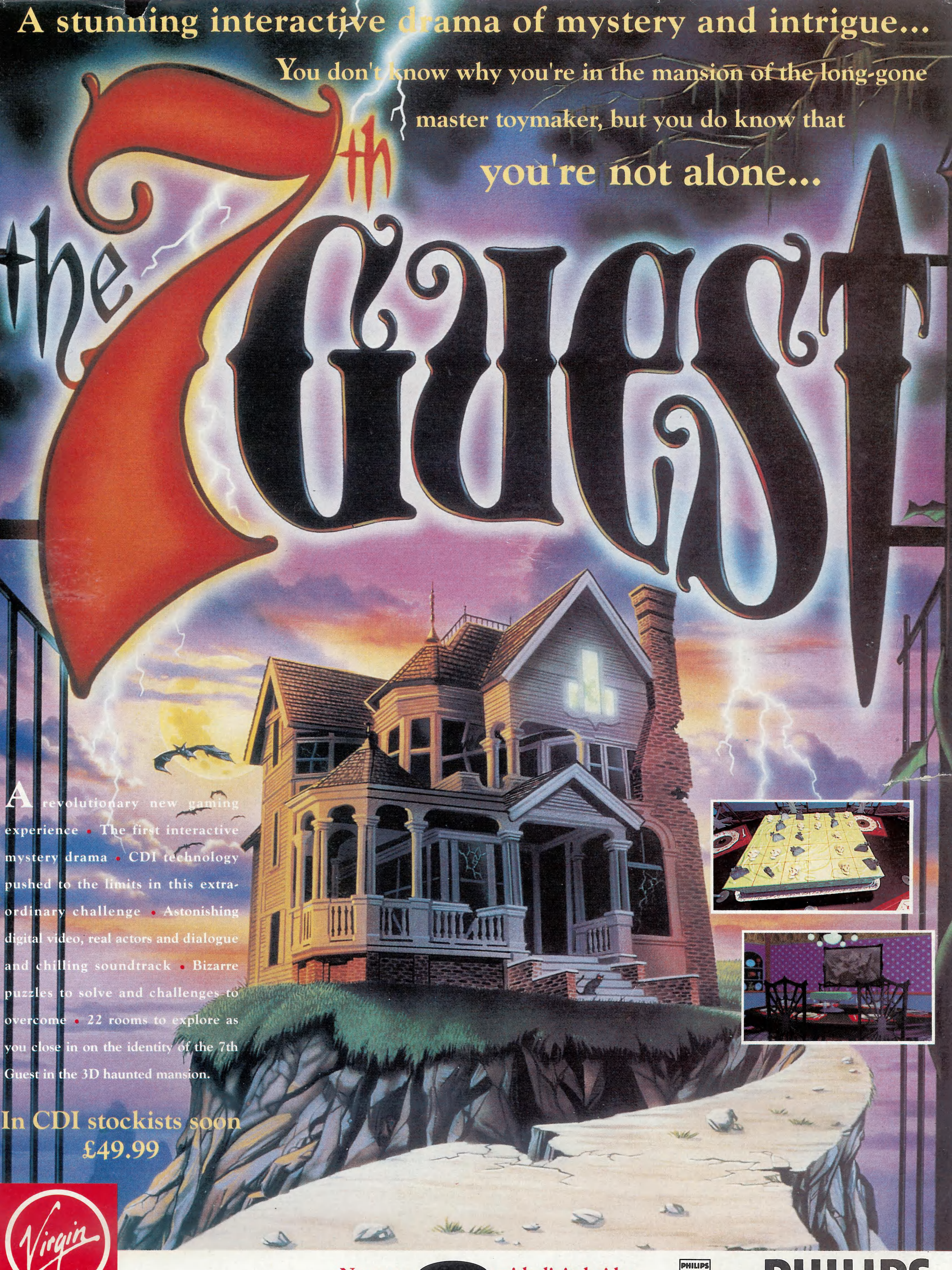

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